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In your requests please include the following reference number 78EE117C99-2651021310

Contents

1.1 libjpeg 6b

1.1.1 Notifications

1.1.2 Available under license

1.2 lz4 1.9.3

1.2.1 Available under license

1.3 libcxxabi 1.1.10.5

1.3.1 Available under license

1.4 giflib 5.2.2

1.4.1 Available under license

1.5 free-type 2.13.3

1.5.1 Available under license

1.6 simple launcher 1.1.0.14

1.6.1 Available under license

1.7 libpng 1.6.47

1.7.1 Available under license

1.8 zstd 1.5.6

1.8.1 Available under license

1.9 jvm-hotspot-amazon 17.0.17u10

1.9.1 Available under license

1.10 libffi 3.5.2-r0

1.10.1 Available under license

1.11 expat 2.7.3-r0

1.11.1 Available under license

1.12 hibernate-validator 8.0.3.Final

1.12.1 Available under license

1.13 typeguard 4.3.0

- 1.13.1 Available under license
- 1.14 ant 1.10.11**
 - 1.14.1 Available under license
- 1.15 httpcore5-h 5.3.4**
 - 1.15.1 Available under license
- 1.16 hibernate-validator 8.0.2.Final**
 - 1.16.1 Available under license
- 1.17 jakarta-jws-api 2.1.0**
 - 1.17.1 Available under license
- 1.18 jetcd-core 0.8.3**
 - 1.18.1 Available under license
- 1.19 commons-digester 2.1**
 - 1.19.1 Available under license
- 1.20 saaj 1.5.2**
 - 1.20.1 Available under license
- 1.21 txw2 4.0.5**
 - 1.21.1 Available under license
- 1.22 idna 15.1.0**
 - 1.22.1 Available under license
- 1.23 javax-resource-api 1.7**
 - 1.23.1 Available under license
- 1.24 bean-validation-api 2.0.1.Final**
 - 1.24.1 Available under license
- 1.25 activation-api 1.2.0**
 - 1.25.1 Available under license
- 1.26 hdrhistogram 2.2.2**
 - 1.26.1 Available under license
- 1.27 jackson-dataformat-xml 2.17.3**
 - 1.27.1 Available under license
- 1.28 string-template 3.2.1**
 - 1.28.1 Available under license
- 1.29 jackson 2.17.3**
 - 1.29.1 Available under license
- 1.30 castor-xml 1.3.3**
 - 1.30.1 Available under license
- 1.31 oro 2.0.8**
 - 1.31.1 Available under license
- 1.32 asm 8.0.1**
 - 1.32.1 Available under license

1.33 pax-utils 1.3.8-r2

1.33.1 Available under license

1.34 netty-handler 4.1.125.Final

1.34.1 Available under license

1.35 python-requests 2.32.3

1.35.1 Available under license

1.36 springdoc-openapi-starter-webmvc-ui 2.1.0

1.36.1 Available under license

1.37 everit-json-schema 1.14.4

1.37.1 Available under license

1.38 jakarta.xml.bind.api 4.0.0

1.38.1 Available under license

1.39 grpc-netty 1.66.0

1.39.1 Available under license

1.40 proto-google-common-protos 2.9.0

1.40.1 Available under license

1.41 simpleclient-servlet 0.16.0

1.41.1 Available under license

1.42 jackson-dataformat-yaml 2.17.3

1.42.1 Available under license

1.43 packaging 25.0

1.43.1 Available under license

1.44 python3-pycache-pyc0 3.12.12-r0

1.44.1 Available under license

1.45 libidn 2.3.8-r0

1.45.1 Available under license

1.46 javax.ws.rs-api 2.1.1

1.47 failsafe 3.3.2

1.47.1 Available under license

1.48 netty-codec-dns 4.1.125.Final

1.48.1 Available under license

1.49 java-nats-streaming 2.2.3

1.49.1 Available under license

1.50 micrometer-jakarta9 1.13.15

1.50.1 Available under license

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

1.51.1 Available under license

1.52 netty-transport-rxtx 4.1.125.Final

1.52.1 Available under license

1.53 netty-codec-socks 4.1.125.Final

1.53.1 Available under license

1.54 more-iterertools 10.3.0

1.54.1 Available under license

1.55 jackson-databind 2.19.2

1.55.1 Available under license

1.56 jetcd-grpc 0.8.4

1.56.1 Available under license

1.57 bcpkix-jdk18on 1.79

1.57.1 Available under license

1.58 snmp-4j 3.7.4

1.58.1 Available under license

1.59 cglib-nodep 3.3.0

1.59.1 Available under license

1.60 netty-transport-native-epoll 4.1.125.Final

1.60.1 Available under license

1.61 jakarta-xml-soap-api 3.0.2

1.61.1 Available under license

1.62 netty-codec-xml 4.1.125.Final

1.62.1 Available under license

1.63 jandex 2.4.2.Final

1.63.1 Available under license

1.64 vertx-core 4.5.9

1.64.1 Available under license

1.65 grpc-grpclb 1.66.0

1.65.1 Available under license

1.66 jackson-annotations 2.19.2

1.66.1 Available under license

1.67 log4j-1.2-api 2.24.3

1.67.1 Available under license

1.68 jta 1.2

1.68.1 Available under license

1.69 zlib 1.3.1-r2

1.69.1 Available under license

1.70 jakarta-validation-api 3.0.2

1.70.1 Available under license

1.71 jaraco-functools 4.0.1

1.71.1 Available under license

1.72 platformdirs 4.3.6

1.72.1 Available under license

1.73 apache-log4j 2.24.3

1.73.1 Available under license

1.74 xz-libs 5.8.1-r0

1.74.1 Available under license

1.75 protobuf-java 3.25.5

1.75.1 Available under license

1.76 plexus-utils 3.2.1

1.76.1 Notifications

1.76.2 Available under license

1.77 hikaricp 6.3.2

1.77.1 Available under license

1.78 jetty-util 12.0.25

1.78.1 Available under license

1.79 log4j-over-slf4j 2.0.17

1.79.1 Available under license

1.80 jackson-xc 2.17.3

1.80.1 Available under license

1.81 netty-handler-proxy 4.1.125.Final

1.81.1 Available under license

1.82 netty-transport-native-unix-common 4.2.5.Final

1.82.1 Available under license

1.83 commons-dbcp 2.12.0

1.83.1 Available under license

1.84 pyc 3.12.12-r0

1.84.1 Available under license

1.85 jsr305 3.0.2

1.85.1 Available under license

1.86 netty-codec-socks 4.2.5.Final

1.86.1 Available under license

1.87 grpc-protobuf 1.55.3

1.87.1 Available under license

1.88 bcpkix-fips 2.1.9

1.88.1 Available under license

1.89 jackson-jr-objects 2.14.2

1.89.1 Available under license

1.90 failureaccess 1.0.3

1.90.1 Available under license

1.91 swagger 2.2.36

1.91.1 Available under license

1.92 javax-activation 1.2.2

1.92.1 Available under license

1.93 bouncycastle 1.78.1

1.93.1 Available under license

1.94 geronimo-jta 1.1.1

1.94.1 Available under license

1.95 xz 5.8.1-r0

1.95.1 Available under license

1.96 swagger-models-jakarta 2.2.36

1.96.1 Available under license

1.97 jackson 2.19.2

1.97.1 Available under license

1.98 jackson-jaxrs 2.17.3

1.98.1 Available under license

1.99 commons-collections 3.2.2

1.99.1 Available under license

1.100 aether-util 1.12

1.101 zipp 3.19.2

1.101.1 Available under license

1.102 markupsafe 3.0.3

1.102.1 Available under license

1.103 swagger-annotations-jakarta 2.2.36

1.103.1 Available under license

1.104 stax-ex 1.8.3

1.104.1 Available under license

1.105 jackson-module-parameter-names 2.17.3

1.105.1 Available under license

1.106 netty 4.1.125.Final

1.106.1 Available under license

1.107 simpleclient_tracer_common 0.16.0

1.107.1 Available under license

1.108 commons-lang3 3.18.0

1.108.1 Available under license

1.109 jackson-datatype-jdk8 2.17.3

1.109.1 Available under license

1.110 simpleclient_servlet_common 0.16.0

1.110.1 Available under license

1.111 py3-packaging-pyc 25.0-r0

1.111.1 Available under license

1.112 python3-pyc 3.12.12-r0

1.112.1 Available under license

1.113 istack-commons 4.1.2

1.113.1 Available under license

1.114 netty-resolver-dns 4.2.5.Final

1.114.1 Available under license

1.115 distro 1.9.0

1.115.1 Available under license

1.116 stax-ex 2.1.0

1.116.1 Available under license

1.117 classmate 1.7.0

1.117.1 Available under license

1.118 plexus-utils 3.3.0

1.118.1 Available under license

1.119 cxf-rt-frontend-jaxrs 3.5.10

1.119.1 Available under license

1.120 httpcomponents-client 5.5

1.120.1 Available under license

1.121 netty-resolver-dns-native-macos 4.1.125.Final

1.121.1 Available under license

1.122 jspecify 1.0.0

1.122.1 Available under license

1.123 bzip2 1.0.8-r6

1.123.1 Available under license

1.124 grpc-protobuf-lite 1.55.3

1.124.1 Available under license

1.125 micrometer-observation 1.13.15

1.125.1 Available under license

1.126 springdoc-openapi-starter-common 2.8.13

1.126.1 Available under license

1.127 jdk-corretto 17.0.17.10.1

1.127.1 Available under license

1.128 swagger-core-jakarta 2.2.36

1.128.1 Available under license

1.129 netty-codec 4.1.125.Final

1.129.1 Available under license

1.130 trilead-ssh build213-svnkit-1.3-patch

1.130.1 Available under license

1.131 reflectasm 1.11.3

1.131.1 Available under license

1.132 commons-net 3.9.0

1.132.1 Available under license

1.133 musl 1.2.5-r21

1.133.1 Available under license

1.134 xalan 2.7.2

1.134.1 Available under license

1.135 netty-resolver-dns-classes-macos 4.1.125.Final

1.135.1 Available under license

1.136 swagger-ui 4.18.2

1.136.1 Available under license

1.137 log4j-1.2-api 2.17.1

1.137.1 Available under license

1.138 ini4j 0.5.4

1.138.1 Available under license

1.139 jaraco.collections 5.1.0

1.139.1 Available under license

1.140 snappy-java 1.1.10.5

1.140.1 Available under license

1.141 fast-infoset 2.1.1

1.141.1 Available under license

1.142 swagger 2.2.9

1.142.1 Available under license

1.143 inotify 0.2.10

1.143.1 Available under license

1.144 zstd 1.5.7-r2

1.144.1 Available under license

1.145 snake-yaml 2.7

1.145.1 Available under license

1.146 jetty-session 12.0.22

1.146.1 Available under license

1.147 jboss-transaction-api 1.1.1.Final

1.147.1 Available under license

1.148 jboss-logging 3.5.3.Final

1.148.1 Available under license

1.149 jakarta-persistence-api 3.1.0

1.149.1 Available under license

1.150 woodstox 6.7.0

1.150.1 Available under license

1.151 micrometer-commons 1.13.15

1.151.1 Available under license

1.152 tzdata 2025b-r0

1.152.1 Available under license

1.153 wheel 0.45.1

1.153.1 Available under license

1.154 jetcd-common 0.8.5

1.154.1 Available under license

1.155 stax 4.2.2

1.155.1 Available under license

1.156 avalon-framework 4.1.3

1.156.1 Notifications

1.156.2 Available under license

1.157 isorelax 20090621

1.157.1 Available under license

1.158 spring-boot-actuator 3.3.13

1.158.1 Available under license

1.159 cas-client-core 3.6.4

1.159.1 Available under license

1.160 hazelcast-tpc-engine 5.4.0

1.160.1 Available under license

1.161 netty-buffer 4.1.125.Final

1.161.1 Available under license

1.162 my-test-package 1.0

1.162.1 Available under license

1.163 cglib 3.3.0

1.163.1 Available under license

1.164 jsch 0.2.15

1.164.1 Available under license

1.165 netty-transport-native-kqueue 4.1.125.Final

1.165.1 Available under license

1.166 jackson-module-parameter-names 2.19.2

1.166.1 Available under license

1.167 xmlschema 2.3.1

1.167.1 Available under license

1.168 skalibs 2.14.4.0-r0

1.168.1 Available under license

1.169 joda-time 2.10.6

1.169.1 Available under license
1.170 simpleclient_tracer_otel_agent 0.16.0
1.170.1 Available under license
1.171 swagger-annotations 2.2.9
1.171.1 Available under license
1.172 javax-annotation-api 1.3.2
1.172.1 Available under license
1.173 swagger-models-jakarta 2.2.9
1.173.1 Available under license
1.174 visual-studio-runtime 15.9.9(VC++ 2017)
1.174.1 Available under license
1.175 json-simple 1.1.1
1.175.1 Available under license
1.176 commons-dbcp 1.4
1.176.1 Available under license
1.177 pyproject-hooks 1.2.0
1.177.1 Available under license
1.178 bouncycastle-fips 2.1.2
1.178.1 Available under license
1.179 jline 3.26.1
1.179.1 Available under license
1.180 asm 5.0.4
1.180.1 Available under license
1.181 python-pip 25.1.1
1.181.1 Available under license
1.182 libssl3 3.5.4-r0
1.182.1 Available under license
1.183 easymock 3.1
1.183.1 Available under license
1.184 gson 2.10.1
1.184.1 Available under license
1.185 log4j-api 2.23.1
1.185.1 Available under license
1.186 netty-codec-http 4.1.125.Final
1.186.1 Available under license
1.187 netty 4.2.5.Final
1.187.1 Available under license
1.188 aspect-j 1.9.24
1.188.1 Available under license

- 1.189 jakarta-ws-rs-api 3.1.0**
 - 1.189.1 Available under license
- 1.190 urllib3 1.26.20**
 - 1.190.1 Available under license
- 1.191 commons-dbcp 2.13.0**
 - 1.191.1 Available under license
- 1.192 javax-activation 2.1.2**
 - 1.192.1 Available under license
- 1.193 python-certifi 2025.01.31**
 - 1.193.1 Available under license
- 1.194 commons-codec 1.16.1**
 - 1.194.1 Available under license
- 1.195 commons-validator 1.7**
 - 1.195.1 Available under license
- 1.196 cxf-rt-transports-http 3.4.3**
 - 1.196.1 Available under license
- 1.197 xstream 1.4.21**
 - 1.197.1 Available under license
- 1.198 log4j-slf4j2-impl 2.23.1**
 - 1.198.1 Available under license
- 1.199 activation-api 1.2.2**
 - 1.199.1 Available under license
- 1.200 log4j-slf4j2-impl 2.24.3**
 - 1.200.1 Available under license
- 1.201 netty-transport-native-unix-common 4.1.125.Final**
 - 1.201.1 Available under license
- 1.202 platformdirs 4.2.2**
 - 1.202.1 Available under license
- 1.203 netty-codec-stomp 4.1.125.Final**
 - 1.203.1 Available under license
- 1.204 netty-transport 4.2.5.Final**
 - 1.204.1 Available under license
- 1.205 bcutil-jdk18on 1.78.1**
 - 1.205.1 Available under license
- 1.206 zstd-jni 1.5.6-4**
 - 1.206.1 Available under license
- 1.207 netty-transport-classes-epoll 4.2.5.Final**
 - 1.207.1 Available under license
- 1.208 gdbm 1.26-r0**

1.208.1 Available under license

1.209 importlib-metadata 8.0.0

1.209.1 Available under license

1.210 jetty-security 12.0.22

1.210.1 Available under license

1.211 javax-persistence-api 2.2

1.211.1 Available under license

1.212 kryo-parent 4.0.2

1.212.1 Available under license

1.213 netty-codec-http 4.2.5.Final

1.213.1 Available under license

1.214 apache-log4j 2.23.1

1.214.1 Available under license

1.215 commons-pool 1.6

1.215.1 Available under license

1.216 rich 13.9.4

1.216.1 Available under license

1.217 libmd 1.1.0-r0

1.217.1 Available under license

1.218 swagger-core-jakarta 2.2.9

1.218.1 Available under license

1.219 grpc-protobuf-lite 1.66.0

1.219.1 Available under license

1.220 guava 32.1.2-jre

1.220.1 Available under license

1.221 jaxb-core 2.3.1

1.221.1 Available under license

1.222 ehcache-core 2.10.6

1.222.1 Available under license

1.223 backports.tarfile 1.2.0

1.223.1 Available under license

1.224 nose 1.3.7

1.224.1 Available under license

1.225 libpsl 0.21.5-r3

1.225.1 Available under license

1.226 platformdirs 4.3.7

1.226.1 Available under license

1.227 cachecontrol 0.14.2

1.227.1 Available under license

1.228 castor 1.3.3

1.228.1 Available under license

1.229 kryo-parent 4.0.1

1.229.1 Available under license

1.230 cachecontrol 0.14.1

1.230.1 Available under license

1.231 subzero-core 0.10

1.231.1 Available under license

1.232 readline 8.3.1-r0

1.232.1 Available under license

1.233 springdoc-openapi-starter-webmvc-api 2.1.0

1.233.1 Available under license

1.234 python-pip 25.0.1

1.234.1 Available under license

1.235 bcprov-jdk18on 1.78.1

1.235.1 Available under license

1.236 openssl 3.5.4-r0

1.236.1 Available under license

1.237 slf4j 2.0.17

1.237.1 Available under license

1.238 c-ares 1.34.5-r0

1.238.1 Available under license

1.239 minlog 1.3.0

1.239.1 Available under license

1.240 perfmark-api 0.27.0

1.240.1 Available under license

1.241 servlet-api 4.0.1

1.241.1 Available under license

1.242 grpc-api 1.66.0

1.242.1 Available under license

1.243 activation-api 2.1.2

1.243.1 Available under license

1.244 pyparsing 3.2.3

1.244.1 Available under license

1.245 simpleclient 0.16.0

1.245.1 Available under license

1.246 sh 1.14.3

1.246.1 Available under license

1.247 error_prone_annotations 2.18.0

1.247.1 Available under license
1.248 error_prone_annotations 2.38.0
1.248.1 Available under license
1.249 netty-transport-classes-epoll 4.1.125.Final
1.249.1 Available under license
1.250 netty-resolver 4.1.125.Final
1.250.1 Available under license
1.251 truststore 0.10.0
1.251.1 Available under license
1.252 jaxb-core 4.0.2
1.252.1 Available under license
1.253 postgres-sql 42.5.5
1.253.1 Available under license
1.254 jetty 12.0.25
1.254.1 Available under license
1.255 jackson-jr-annotation-support 2.14.2
1.255.1 Available under license
1.256 grpc-protobuf 1.66.0
1.256.1 Available under license
1.257 vertx-grpc 4.5.9
1.257.1 Available under license
1.258 netty-resolver-dns 4.1.125.Final
1.258.1 Available under license
1.259 log4j-jul 2.24.3
1.259.1 Available under license
1.260 netty-transport-native-epoll 4.2.5.Final
1.260.1 Available under license
1.261 javax.xml-soap-api 1.4.0
1.261.1 Available under license
1.262 protobuf-java-util 3.25.5
1.262.1 Available under license
1.263 snake-yaml 2.0
1.263.1 Available under license
1.264 ehcache 2.10.6
1.264.1 Available under license
1.265 simpleclient-hotspot 0.16.0
1.265.1 Available under license
1.266 micrometer-registry-prometheus 1.10.6
1.266.1 Available under license

1.267 jax-ws-api 2.3.1

1.267.1 Available under license

1.268 httpcomponents-core 5.2.5

1.268.1 Available under license

1.269 flyway-core 9.21.0

1.269.1 Available under license

1.270 hikaricp 5.1.0

1.270.1 Available under license

1.271 jzlib 1.1.3

1.271.1 Available under license

1.272 grpc-util 1.66.0

1.272.1 Available under license

1.273 alpine-keys 2.6-r0

1.273.1 Available under license

1.274 snappy-java 1.1.10.4

1.274.1 Available under license

1.275 webjars-locator-lite 1.1.0

1.275.1 Available under license

1.276 netty-handler-ssl-ocsp 4.1.125.Final

1.276.1 Available under license

1.277 jetty-session 12.0.25

1.277.1 Available under license

1.278 mxparser 1.2.2

1.278.1 Available under license

1.279 micrometer-core 1.15.3

1.279.1 Available under license

1.280 failureaccess 1.0.1

1.280.1 Available under license

1.281 netty-resolver 4.2.5.Final

1.281.1 Available under license

1.282 netty-codec-dns 4.2.5.Final

1.282.1 Available under license

1.283 mockito 3.3.3

1.283.1 Available under license

1.284 micrometer-commons 1.15.3

1.284.1 Available under license

1.285 jboss-logging 3.6.1.Final

1.285.1 Available under license

1.286 httpcomponents-client 4.5.14

1.286.1 Available under license

1.287 springdoc-openapi-starter-webmvc-api 2.8.13

1.287.1 Available under license

1.288 xerces-j 2.12.2

1.288.1 Available under license

1.289 httpcore5-h 5.2.5

1.289.1 Available under license

1.290 ant-launcher 1.10.11

1.290.1 Available under license

1.291 jakarta-annotation-api 2.1.1

1.291.1 Available under license

1.292 jinja 3.1.4

1.292.1 Available under license

1.293 bash 5.3.3-r1

1.293.1 Available under license

1.294 swagger-annotations-jakarta 2.2.9

1.294.1 Available under license

1.295 hibernate-commons-annotations 5.1.2.Final

1.295.1 Available under license

1.296 hibernate 5.6.7.Final

1.296.1 Available under license

1.297 rich 14.0.0

1.297.1 Available under license

1.298 cxf 3.5.11

1.298.1 Available under license

1.299 avalon-logkit 1.0.1

1.299.1 Available under license

1.300 jackson-datatype-jdk8 2.19.2

1.300.1 Available under license

1.301 autocommand 2.2.2

1.301.1 Available under license

1.302 jaraco.text 3.12.1

1.302.1 Available under license

1.303 python-certifi 2024.08.30

1.303.1 Available under license

1.304 utmps-libs 0.1.3.1-r0

1.304.1 Available under license

1.305 netty-codec-base 4.2.5.Final

1.305.1 Available under license

1.306 netty-codec-smtp 4.1.128.Final

1.306.1 Available under license

1.307 tomli 2.0.1

1.307.1 Available under license

1.308 jetty 12.0.22

1.308.1 Available under license

1.309 lz4-java 0

1.309.1 Available under license

1.310 sizeof-agent 1.0.1

1.310.1 Available under license

1.311 lombok 1.18.24

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1.357 googleapis-common-protos 0.0.3
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1.496 py3-setuptools-pyc 80.9.0-r2
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1.507 netty-codec-http 4.1.129.Final

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1.511 tomcat-servlet-api 6.0

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1.512 tomcat-embed-el 10.1.49

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1.516 jaxb-api 2.3.1.1

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1.518 jakarta.xml.bind.api 4.0.0.1

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1.519 jaxb-runtime 4.0.2.1

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1.520 jackson-dataformat-toml 2.19.2

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1.1 libjpeg 6b

1.1.1 Notifications :

This software is based in part on the work of the Independent JPEG Group.

1.1.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998

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This distribution contains the sixth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

Serious users of this software (particularly those incorporating it into larger programs) should contact IJG at jpeg-info@uunet.uu.net to be added to our electronic mailing list. Mailing list members are notified of updates and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION

ROADMAP

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This file contains the following sections:

OVERVIEW	General description of JPEG and the IJG software.
LEGAL ISSUES	Copyright, lack of warranty, terms of distribution.
REFERENCES	Where to learn more about JPEG.
ARCHIVE LOCATIONS	Where to find newer versions of this software.
RELATED SOFTWARE	Other stuff you should get.
FILE FORMAT WARS	Software *not* to get.
TO DO	Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc	How to configure and install the IJG software.
usage.doc	Usage instructions for cjpeg, djpeg, jpegtran,

rdjpgcom, and wrjpgcom.

*.1 Unix-style man pages for programs (same info as usage.doc).

wizard.doc Advanced usage instructions for JPEG wizards only.

change.log Version-to-version change highlights.

Programmer and internal

documentation:

libjpeg.doc How to use the JPEG library in your own programs.

example.c Sample code for calling the JPEG library.

structure.doc Overview of the JPEG library's internal structure.

filelist.doc Road map of IJG files.

coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

=====

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.

JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats.

The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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LEGAL ISSUES

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These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

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ansi2knr.c is included in this distribution by permission of L. Peter Deutsch, sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA. ansi2knr.c is NOT covered by the above copyright and conditions, but instead by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic

coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that

"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES

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We

highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more

leisurely introduction to JPEG can be found in

"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look

at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The

JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department

C-Cube Microsystems, Inc.

1778 McCarthy Blvd.

Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems.

IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from [ftp.sgi.com](ftp://ftp.sgi.com) or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

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The "official" archive site for this software is [ftp.uu.net](ftp://ftp.uu.net) (Internet address 192.48.96.9). The most recent released version can always be found there in directory [graphics/jpeg](ftp://ftp.uu.net/graphics/jpeg/). This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only [ftp.uu.net](ftp://ftp.uu.net) is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the [ftp.uu.net](ftp://ftp.uu.net) release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other news.answers archive sites, including the official news.answers archive at [rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/](http://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/). If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
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RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a

few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites,

notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>.

Unfortunately PBPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read.

(For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether

SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.2 Iz4 1.9.3

1.2.1 Available under license :

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Version 2, June 1991

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Upstream-Name: liblz4

Upstream-Contact: Yann Collet <Cyan4973@github.com>

Source: <https://github.com/lz4/lz4>

Files: *

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1.3 libcxxabi 1.1.10.5

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Manifest-Version: 1.0

Bnd-LastModified: 1695799258578

Bundle-ActivationPolicy: lazy

Bundle-Activator: org.xerial.snappy.SnappyBundleActivator

Bundle-Description: snappy-java: A fast compression/decompression library

Bundle-DocURL: <http://www.xerial.org/>

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: snappy-java: A fast compression/decompression library

Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x86_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/native/Windows/x86_64/snappyjava.dll;osname=win32;processor=amd64,org/xerial/snappy/native/Windows/x86/snappyjava.dll;osname=win32;processor=x

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 Bundle-Vendor: xerial.org
 Bundle-Version: 1.1.10.5
 Created-By: 11.0.20 (Azul Systems, Inc.)
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 Implementation-Title: snappy-java
 Implementation-URL: <https://github.com/xerial/snappy-java>
 Implementation-Vendor: xerial.org
 Implementation-Vendor-Id: org.xerial.snappy
 Implementation-Version: 1.1.10.5
 Import-Package: org.osgi.framework;version="[1.5,2)"
 Private-Package:
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 tive.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86_64,org.xerial.sna
 ppy.native.Linux.aarch64,org.xerial.snappy.native.Linux.android-aarch
 64,org.xerial.snappy.native.Linux.android-arm,org.xerial.snappy.nativ
 e.Linux.arm,org.xerial.snappy.native.Linux.armv6,org.xerial.snappy.na
 tive.Linux.armv7,org.xerial.snappy.native.Linux.ppc,org.xerial.snappy
 .native.Linux.ppc64,org.xerial.snappy.native.Linux.ppc64le,org.xerial
 .snappy.native.Linux.riscv64,org.xerial.snappy.native.Linux.s390x,org
 .xerial.snappy.native.Linux.x86,org.xerial.snappy.native.Linux.x86_64
 ,org.xerial.snappy.native.Mac.aarch64,org.xerial.snappy.native.Mac.x8
 6,org.xerial.snappy.native.Mac.x86_64,org.xerial.snappy.native,org.xe
 rial.snappy.native.SunOS.sparc,org.xerial.snappy.native.SunOS.x86,org

.xerial.snappy.native.SunOS.x86_64,org.xerial.snappy.native.Windows.a
arch64,org.xerial.snappy.native.Windows.x86,org.xerial.snappy.native.
Windows.x86_64
Require-Capability:
osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.5
Tool: Bnd-5.1.2.202007211702

Found in path(s):
* /snappy-java-1-1-10-5-jar/META-INF/MANIFEST.MF

1.4 giflib 5.2.2

1.4.1 Available under license :

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1.5 free-type 2.13.3

1.5.1 Available under license :

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

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The contributed BDF and PCF drivers come with a license similar to that of the X Window System. It is compatible to the above two licenses (see files ``src/bdf/README`` and ``src/pcf/README``). The same holds for the source code files ``src/base/fthash.c`` and ``include/freetype/internal/fthash.h``; they were part of the BDF driver in earlier FreeType versions.

The gzip module uses the zlib license (see ``src/gzip/zlib.h``) which too is compatible to the above two licenses.

The files ``src/autofit/ft-hb.c`` and ``src/autofit/ft-hb.h`` contain code taken almost verbatim from the HarfBuzz file ``hb-ft.cc``, which uses the 'Old MIT' license, compatible to the above two licenses.

The MD5 checksum support (only used for debugging in development builds) is in the public domain.

--- end of LICENSE.TXT ---

Found in path(s):

- * `/freetype-279-tar/freetype.TXT`

1.6 simple launcher 1.1.0.14

1.6.1 Available under license :

A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				

2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

Footnotes:

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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=====

Distutils2 Contributors

=====

The Distutils2 project was started by Tarek Ziad and is currently maintained by ric Araujo. Many people have contributed to the project.

distlib has started off using some of the code from distutil2.

If you're making a patch, please add your name below in alphabetical order, and welcome into the Fellowship of the Packaging!

Thanks to:

- Rajiv Abraham
- Ali Afshar
- David Barnett
- Pior Bastida
- Anthony Baxter
- Erik Bray
- C. Titus Brown
- Francisco Martn Brugu
- Nicolas Cadou
- Godefroid Chapelle
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- Ned Deily
- Konrad DeLong
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- John Edmonds
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- Boris Feld
- Andrew Francis
- Hallvard B Furuseth
- Patrice Gauthier
- Yannick Gingras
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- Thomas Holmes
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-
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- C. Anthony Risinger
- Elson Rodriguez
- Luis Rojas
- Erik Rose

- Brian Rosner
- Vinay Sajip
- Victor Stinner
- Alexandre Vassalotti
- Nadeem Vawda

Metadata-Version: 1.0

Name: setuptools

Version: 0.6c9

Summary: Download, build, install, upgrade, and uninstall Python packages -- easily!

Home-page: <http://pypi.org/pypi/setuptools>

Author: Phillip J. Eby

Author-email: distutils-sig@python.org

License: PSF or ZPL

Description: =====

Installing and Using Setuptools

=====

.. contents:: **Table of Contents**

Installation Instructions

Windows

=====

Install setuptools using the provided ``.exe`` installer. If you've previously installed older versions of setuptools, please delete all ``setuptools\*.egg`` and ``setuptools.pth`` files from your system's ``site-packages`` directory (and any other ``sys.path`` directories) FIRST.

If you are upgrading a previous version of setuptools that was installed using an ``.exe`` installer, please be sure to also **uninstall that older version** via your system's "Add/Remove Programs" feature, BEFORE installing the newer version.

Once installation is complete, you will find an ``easy\_install.exe`` program in your Python ``Scripts`` subdirectory. Be sure to add this directory to your ``PATH`` environment variable, if you haven't already done so.

RPM-Based Systems

=====

Install setuptools using the provided source RPM. The included ``.spec`` file assumes you are installing using the default ``python`` executable, and is not

specific to a particular Python version. The ``easy\_install`` executable will be installed to a system ``bin`` directory such as ``/usr/bin``.

If you wish to install to a location other than the default Python installation's default ``site-packages`` directory (and ``\$prefix/bin`` for scripts), please use the ``.egg``-based installation approach described in the following section.

Cygwin, Mac OS X, Linux, Other

=====

1. Download the appropriate egg for your version of Python (e.g. ``setuptools-0.6c9-py2.4.egg``). Do NOT rename it.
2. Run it as if it were a shell script, e.g. ``sh setuptools-0.6c9-py2.4.egg``. Setuptools will install itself using the matching version of Python (e.g. ``python2.4``), and will place the ``easy\_install`` executable in the default location for installing Python scripts (as determined by the standard distutils configuration files, or by the Python installation).

If you want to install setuptools to somewhere other than ``site-packages`` or your default distutils installation locations for libraries and scripts, you may include EasyInstall command-line options such as ``--prefix``, ``--install-dir``, and so on, following the ``.egg`` filename on the same command line. For example::

```
sh setuptools-0.6c9-py2.4.egg --prefix=~
```

You can use ``--help`` to get a full options list, but we recommend consulting the `EasyInstall manual`_ for detailed instructions, especially the section on custom installation locations`_.

.. _EasyInstall manual: <http://peak.telecommunity.com/DevCenter/EasyInstall>
.. _the section on custom installation locations: <http://peak.telecommunity.com/DevCenter/EasyInstall#custom-installation-locations>

Cygwin Note

If you are trying to install setuptools for the **Windows** version of Python (as opposed to the Cygwin version that lives in ``/usr/bin``), you must make sure that an appropriate executable (``python2.3``, ``python2.4``, or ``python2.5``) is on your **Cygwin** ``PATH`` when invoking the egg. For example, doing the following at a Cygwin bash prompt will install setuptools

for the ****Windows**** Python found at ``C:\Python24``:

```
In -s /cygdrive/c/Python24/python.exe python2.4
PATH=.:$PATH sh setuptools-0.6c9-py2.4.egg
rm python2.4
```

Downloads

=====

All setuptools downloads can be found at the project's home page in the Python Package Index`. Scroll to the very bottom of the page to find the links.

.. the project's home page in the Python Package Index: <http://pypi.org/pypi/setuptools>

In addition to the PyPI downloads, the development version of ``setuptools`` is available from the `Python SVN sandbox`, and in-development versions of the `0.6 branch` are available as well.

.. 0.6 branch: <http://svn.python.org/projects/sandbox/branches/setuptools-0.6/#egg=setuptools-dev06>

.. Python SVN sandbox: <http://svn.python.org/projects/sandbox/trunk/setuptools/#egg=setuptools-dev>

Using

Setuptools and EasyInstall

Here are some of the available manuals, tutorials, and other resources for learning about Setuptools, Python Eggs, and EasyInstall:

- * `The EasyInstall user's guide and reference manual`_
- * `The setuptools Developer's Guide`_
- * `The pkg\_resources API reference`_
- * `Package Compatibility Notes`_ (user-maintained)
- * `The Internal Structure of Python Eggs`_

Questions, comments, and bug reports should be directed to the `distutils-sig mailing list`. If you have written (or know of) any tutorials, documentation, plug-ins, or other resources for setuptools users, please let us know about them there, so this reference list can be updated. If you have working, *tested* patches to correct problems or add features, you may submit them to the `setuptools bug tracker`_.

.. setuptools bug tracker: <http://bugs.python.org/setuptools/>

.. Package Compatibility Notes: <http://peak.telecommunity.com/DevCenter/PackageNotes>

.. The Internal Structure of Python Eggs: <http://peak.telecommunity.com/DevCenter/EggFormats>

.. The setuptools Developer's Guide: <http://peak.telecommunity.com/DevCenter/setuptools>

.. _The pkg_resources API reference: <http://peak.telecommunity.com/DevCenter/PkgResources>
.. _The EasyInstall user's guide and reference manual: <http://peak.telecommunity.com/DevCenter/EasyInstall>
.. _distutils-sig mailing list: <http://mail.python.org/pipermail/distutils-sig/>

Credits

* The original design for the ``egg`` format and the ``pkg\_resources`` API was co-created by Phillip Eby and Bob Ippolito. Bob also implemented the first version of ``pkg\_resources``, and supplied the OS X operating system version compatibility algorithm.

* Ian Bicking implemented many early "creature comfort" features of easy_install, including support for downloading via Sourceforge and Subversion repositories. Ian's comments on the Web-SIG about WSGI application deployment also inspired the concept of "entry points" in eggs, and he has given talks at PyCon and elsewhere to inform and educate the community about eggs and setuptools.

* Jim Fulton contributed time and effort to build automated tests of various aspects of ``easy\_install``, and supplied the doctests for the command-line ``.exe`` wrappers on Windows.

* Phillip J. Eby is the principal author and maintainer of setuptools, and first proposed the idea of an importable binary distribution format for Python application plug-ins.

* Significant parts of the implementation of setuptools were funded by the Open Source Applications Foundation, to provide a plug-in infrastructure for the Chandler PIM application.

In addition, many OSAF staffers (such as Mike "Code Bear" Taylor) contributed their time and stress as guinea pigs for the use of eggs and setuptools, even before eggs were "cool". (Thanks, guys!)

Keywords: CPAN PyPI distutils eggs package management

Platform: UNKNOWN

Classifier: Development Status :: 3 - Alpha

Classifier: Intended Audience :: Developers

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1.8 zstd 1.5.6

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## Bert Belder: wepoll v 1.5.8

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wepoll - epoll for Windows

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```
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include/GL/glxext.h
include/GL/wglxext.h :
```

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```
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## ## Source Code

The project maintains the following source code repositories:

- \* <https://github.com/eclipse-ee4j/jws-api>
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- \* Defragment one member of the cluster by its endpoint.
- \*
- \* <p>
- \* After compacting the keyspace, the backend database may exhibit internal
- \* fragmentation. Any internal fragmentation is space that is free to use
- \* by the backend but still consumes storage space. The process of
- \* defragmentation

releases this storage space back to the file system.

- \* Defragmentation is issued on a per-member so that cluster-wide latency
- \* spikes may be avoided.
- \*
- \* <p>
- \* Defragment is an expensive operation. User should avoid defragmenting
- \* multiple members at the same time.
- \* To defragment multiple members in the cluster, user need to call defragment
- \* multiple times with different endpoints.
- \*
- \* @param target the etcd server endpoint.
- \* @return the response result
- \*/

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- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Maintenance.java

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- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/AbstractResponse.java



- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/DnsSrvResolverProvider.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserDeleteResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/kv/TxnResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserRevokeRoleResponse.java
- \*
- /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/watch/WatchResponseWithError.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Client.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleDeleteResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/PutOption.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/ClientConnectionManager.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/kv/PutResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lock/LockResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/HttpNameResolver.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthDisableResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/LeaseOption.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/MaintenanceImpl.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/LeaseGrantResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/HttpResolverProvider.java
- \*
- /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/CloseableClient.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/LeaderKey.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/CampaignResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/KeyValue.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleGrantPermissionResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/StatusResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/LockImpl.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/op/CmpTarget.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/SnapshotResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Cluster.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/op/Op.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/ClientBuilder.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/AlarmResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/SnapshotReaderResponseWithError.java
- \*
- /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/GetOption.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserGetResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/MemorizingClientSupplier.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/ResignResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/AlarmType.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Election.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/DefragmentResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/ElectionImpl.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/LeaseKeepAliveResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/Permission.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/MemberListResponse.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/IPNameResolver.java
- \* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/OptionsUtil.java
- \*

```

/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/HttpsNameResolver.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserGrantRoleResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/CompactOption.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/Util.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/KVImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/LeaseKeepAliveResponseWithError.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/LeaseImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/MemberAddResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/HttpsResolverProvider.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/KV.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/AlarmMember.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/HashKVResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/AuthImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserAddResponse.java
*
/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/NotLeaderException.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleAddResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/Errors.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Lease.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Lock.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/NoLeaderException.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/watch/WatchResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/Util.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/ClusterImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/kv/GetResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleRevokePermissionResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/IPResolverProvider.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/support/Observers.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/kv/DeleteResponse.java
*
/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/Member.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Auth.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/maintenance/MoveLeaderResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Response.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/op/Cmp.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/LeaderResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/NoSuchLeaseException.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserChangePasswordResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Watch.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/WatchImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleGetResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/WatchOption.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthEnableResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/kv/CompactResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lock/UnlockResponse.java
*
/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/ByteSequence.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/DnsSrvNameResolver.java

```

```

* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/watch/WatchEvent.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/LeaseRevokeResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/op/TxnImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/lease/LeaseTimeToLiveResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/AbstractResolverProvider.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Constants.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/election/ProclaimResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/MemberUpdateResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/options/DeleteOption.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/ClientImpl.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthUserListResponse.java
*
/jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/cluster/MemberRemoveResponse.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/impl/AuthCredential.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/auth/AuthRoleListResponse.java
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```

* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Preconditions.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/Txn.java
* /jetcd-core-0-8-3-sources-jar/io/etcd/jetcd/resolver/AbstractNameResolver.java

```

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\* \$Id: Perl5Repetition.java,v 1.7 2003/11/07 20:16:25 dfs Exp \$

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\* \$Id: oroToApache.java,v 1.7 2003/11/07 20:16:26 dfs Exp \$

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\* \$Id: matchResultExample.java,v 1.7 2003/11/07 20:16:23 dfs Exp \$

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\* \$Id: matchesContainsExample.java,v 1.7 2003/11/07 20:16:23 dfs Exp \$

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\* \$Id: PatternCacheLRU.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$

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\* \$Id: prefixExample.java,v 1.7 2003/11/07 20:16:23 dfs Exp \$

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\* \$Id: Perl5Pattern.java,v 1.8 2003/11/07 20:16:25 dfs Exp \$

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\* \$Id: PlusNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$

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\* \$Id: AwkCompiler.java,v 1.10 2003/11/07 20:16:24 dfs Exp \$

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\* \$Id: Perl5Substitution.java,v 1.13 2003/11/07 20:16:25 dfs Exp \$

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```
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\* \$Id: MalformedPatternException.java,v 1.8 2003/11/07 20:16:25 dfs Exp \$

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\* \$Id: streamInputExample.java,v 1.7 2003/11/07 20:16:23 dfs Exp \$

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\* \$Id: GenericPatternCache.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$

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- \* \$Id: Perl5Compiler.java,v 1.21 2003/11/07 20:16:25 dfs Exp \$
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* $Id: strings.java,v 1.3 2003/08/12 18:11:30 dfs Exp $
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\* \$Id: substituteExample.java,v 1.9 2003/11/07 20:16:23 dfs Exp \$

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\* \$Id: AwkMatcher.java,v 1.11 2003/11/07 20:16:24 dfs Exp \$

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/\*\*

- \* Determines if the contents of a PatternMatcherInput, starting from the
- \* current offset of the input contains a pattern.
- \* If a pattern match is found, a MatchResult
- \* instance representing the <b>first</b> such match is made accessible via
- \* {@link #getMatch()}. The current offset of the
- \* PatternMatcherInput is set to the offset corresponding to the end
- \* of the match, so that a subsequent call to this method will continue
- \* searching where the last call left off. You should remember that the
- \* region between the begin and end offsets of the PatternMatcherInput are
- \* considered the input to be searched, and that the current offset
- \* of the PatternMatcherInput reflects where a search will start from.
- \* Matches extending beyond the end offset of the PatternMatcherInput
- \* will not be matched. In other words, a match must occur entirely



- \* between the begin and end offsets of the input. See
- \* [{@link org.apache.oro.text.regex.PatternMatcherInput PatternMatcherInput}](#)
- \* for more details.
- \* <p>
- \* As a side effect, if a match is found, the PatternMatcherInput match
- \* offset information is updated. See
- the PatternMatcherInput
- \* [{@link org.apache.oro.text.regex.PatternMatcherInput#setMatchOffsets](#)
- \* [setMatchOffsets\(int, int\)](#) method for more details.
- \* <p>
- \* The pattern must be an AwkPattern instance, otherwise a
- \* ClassCastException will be thrown. You are not required to, and
- \* indeed should NOT try to (for performance reasons), catch a
- \* ClassCastException because it will never be thrown as long as you use
- \* an AwkPattern as the pattern parameter.
- \* <p>
- \* This method is usually used in a loop as follows:
- \* <blockquote><pre>
- \* PatternMatcher matcher;
- \* PatternCompiler compiler;
- \* Pattern pattern;
- \* PatternMatcherInput input;
- \* MatchResult result;
- \*
- \* compiler = new AwkCompiler();
- \* matcher = new AwkMatcher();
- \*
- \* try {
- \* pattern = compiler.compile(somePatternString);
- \* } catch(MalformedPatternException e) {
- \* System.err.println("Bad pattern.");
- \* System.err.println(e.getMessage());
- \* return;
- \* }
- \*
- \* input = new PatternMatcherInput(someStringInput);
- \*
- \* while(matcher.contains(input, pattern)) {
- \* result = matcher.getMatch();
- \* // Perform whatever processing on the result you want.
- \* }
- \*
- \* </pre></blockquote>
- \* <p>
- \* @param input The PatternMatcherInput to test for a match.
- \* @param pattern The Pattern to be matched.
- \* @return True if the input contains a pattern match, false otherwise.
- \* @exception ClassCastException If a Pattern instance other than an

\* AwkPattern is passed as the pattern parameter.

\*/

Found in path(s):

\* /oro-2-0-8-sources-4-jar/org/apache/oro/text/awk/AwkMatcher.java

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\* \$Id: LeafNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$

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\* \$Id: Perl5FilenameFilter.java,v 1.7 2003/11/07 20:16:23 dfs Exp \$

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\* \$Id: CatNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$

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\* \$Id: Perl5Matcher.java,v 1.27 2003/11/07 20:16:25 dfs Exp \$

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\* \$Id: PatternCache.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$

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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/PatternCache.java
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* $Id: StringSubstitution.java,v 1.8 2003/11/07 20:16:25 dfs Exp $
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* /oro-2-0-8-sources-4-jar/org/apache/oro/text/regex/StringSubstitution.java
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/*

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\* \$Id: EpsilonNode.java,v 1.7 2003/11/07 20:16:24 dfs Exp \$  
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* $Id: MatchResult.java,v 1.7 2003/11/07 20:16:25 dfs Exp $
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\* \$Id: Util.java,v 1.15 2003/11/07 20:16:25 dfs Exp \$

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\* \$Id: MalformedPerl5PatternException.java,v 1.7 2003/11/07 20:16:25 dfs Exp \$

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```
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 * $Id: substituteExample.java,v 1.8 2003/11/07 20:16:23 dfs Exp $
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```
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```

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* $Id: ParsedSubstitutionEntry.java,v 1.7 2003/11/07 20:16:25 dfs Exp $
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- \* /oro-2-0-8-sources-4-jar/org/apache/oro/text/perl/ParsedSubstitutionEntry.java

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- \* \$Id: CharStringPointer.java,v 1.7 2003/11/07 20:16:25 dfs Exp \$
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\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/MethodWriter.java  
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/asm-8-0-1-sources-2-jar/org/objectweb/asm/AnnotationWriter.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/RecordComponentVisitor.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Frame.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Type.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/TypeReference.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ModuleVisitor.java  
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\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/FieldVisitor.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Opcodes.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Handler.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/ClassTooLargeException.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/Constants.java  
\* /asm-8-0-1-sources-2-jar/org/objectweb/asm/MethodTooLargeException.java  
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## 1.33 pax-utils 1.3.8-r2

### 1.33.1 Available under license :

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Upstream-Name: pax-utils

Upstream-Contact: Ned Ludd <solar@gentoo.org>, Mike Frysinger <vapier@gentoo.org>

Source: <http://dev.gentoo.org/~solar/pax-utils/>

Comment: This package was debianized by Rmi Denis-Courmont  
<rdenis@simphalempin.com> on Tue, 19 Sep 2006 17:43:40 +0300.

It was downloaded from <http://dev.gentoo.org/~solar/pax/>

Files: \*

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## 1.37 everit-json-schema 1.14.4

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## 1.40 proto-google-common-protos 2.9.0

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```
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* /proto-google-common-protos-2-9-0-jar/google/api/httpbody.proto
* /proto-google-common-protos-2-9-0-jar/google/api/logging.proto
* /proto-google-common-protos-2-9-0-jar/google/cloud/extended_operations.proto
* /proto-google-common-protos-2-9-0-jar/google/logging/type/log_severity.proto
* /proto-google-common-protos-2-9-0-jar/google/type/money.proto
* /proto-google-common-protos-2-9-0-jar/google/type/color.proto
* /proto-google-common-protos-2-9-0-jar/google/type/timeofday.proto
*
/proto-google-common-protos-2-9-0-jar/google/api/resource.proto
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* /proto-google-common-protos-2-9-0-jar/google/rpc/error_details.proto
* /proto-google-common-protos-2-9-0-jar/google/type/phone_number.proto
* /proto-google-common-protos-2-9-0-jar/google/type/calendar_period.proto
* /proto-google-common-protos-2-9-0-jar/google/api/usage.proto
* /proto-google-common-protos-2-9-0-jar/google/type/decimal.proto
* /proto-google-common-protos-2-9-0-jar/google/type/expr.proto
```

```

* /proto-google-common-protos-2-9-0-jar/google/api/http.proto
* /proto-google-common-protos-2-9-0-jar/google/cloud/audit/audit_log.proto
* /proto-google-common-protos-2-9-0-jar/google/type/fraction.proto
* /proto-google-common-protos-2-9-0-jar/google/api/monitoring.proto
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*
/proto-google-common-protos-2-9-0-jar/google/api/endpoint.proto
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* /proto-google-common-protos-2-9-0-jar/google/type/latlng.proto
* /proto-google-common-protos-2-9-0-jar/google/type/quaternion.proto
* /proto-google-common-protos-2-9-0-jar/google/api/documentation.proto
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/proto-google-common-protos-2-9-0-jar/google/type/date.proto
* /proto-google-common-protos-2-9-0-jar/google/rpc/context/attribute_context.proto
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* /proto-google-common-protos-2-9-0-jar/google/logging/type/http_request.proto
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* /proto-google-common-protos-2-9-0-jar/google/api/control.proto
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* /proto-google-common-protos-2-9-0-jar/google/api/field_behavior.proto
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/proto-google-common-protos-2-9-0-jar/google/api/source_info.proto
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```
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```

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```

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## 1.44 python3-pycache-pyc0 3.12.12-r0

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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## 1.45 libidn 2.3.8-r0

### 1.45.1 Available under license :

/\* Extract the last component (base name) of a file name.

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```
#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H
```

```
/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif
```

```
#include <stddef.h>
```

```
#ifndef
DOUBLE_SLASH_IS_DISTINCT_ROOT
define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif
```

```
#ifdef __cplusplus
extern "C" {
#endif
```

```
/* Return the address of the last file name component of FILENAME.
If FILENAME has some trailing slash(es), they are considered to be
```

part of the last component.

If FILENAME has no relative file name components because it is a file system root, return the empty string.

Examples:

| FILENAME     | RESULT  |
|--------------|---------|
| "foo.c"      | "foo.c" |
| "foo/bar.c"  | "bar.c" |
| "/foo/bar.c" | "bar.c" |
| "foo/bar/"   | "bar/"  |
| "foo/bar/"   | "bar/"  |
| "/"          | ""      |
| "/"          | ""      |
| ""           | ""      |

The return value is a tail of the given FILENAME; do NOT free() it! \*/

/\* This function was traditionally called 'basename', but we avoid this function name because

\* Various platforms have different functions in their libc.

In particular, the glibc basename(),

defined in <string.h>, does

not consider trailing slashes to be part of the component:

| FILENAME   | RESULT |
|------------|--------|
| "foo/bar/" | ""     |
| "foo/bar/" | ""     |

\* The 'basename' command eliminates trailing slashes and for a root produces a non-empty result:

| FILENAME   | RESULT |
|------------|--------|
| "foo/bar/" | "bar"  |
| "foo/bar/" | "bar"  |
| "/"        | "/"    |
| "/"        | "/"    |

\*/

extern char \*last\_component (char const \*filename) \_GL\_ATTRIBUTE\_PURE;

/\* Return the length of the basename FILENAME.

Typically FILENAME is the value returned by base\_name or last\_component.

Act like strlen (FILENAME), except omit all trailing slashes. \*/

extern size\_t base\_len (char const \*filename) \_GL\_ATTRIBUTE\_PURE;

#ifdef \_\_cplusplus

} /\* extern "C" \*/

#endif

#endif /\* \_BASENAME\_LGPL\_H \*/

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Version 3, 29 June 2007

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## 1.47 failsafe 3.3.2

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\* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedSupplier.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/FallbackBuilder.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/FallbackImpl.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/Functions.java

\*

/\* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedConsumer.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/RetryPolicyBuilder.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/AsyncExecutionImpl.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/function/ContextualRunnable.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/ClosedState.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitBreakerImpl.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/function/ContextualSupplier.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/FailsafeException.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/Scheduler.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreaker.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/HalfOpenState.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/SyncExecutionImpl.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/ExecutionImpl.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedFunction.java

\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/OpenState.java

\*

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/failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedPredicate.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/ExecutionContext.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RetryPolicyImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/util/Assert.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/AsyncRunnable.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/FailsafeFuture.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/DefaultScheduledFuture.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Failsafe.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedBiPredicate.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreakerOpenException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitState.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/AsyncSupplier.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/function/CheckedRunnable.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RetryPolicy.java
*
/failsafe-3-3-2-sources-jar/dev/failsafe/Fallback.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreakerBuilder.java
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* /failsafe-3-3-2-sources-jar/dev/failsafe/RateLimiterBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/BulkheadFullException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/BulkheadConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/BulkheadImpl.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Bulkhead.java
*
/failsafe-3-3-2-sources-jar/dev/failsafe/internal/BulkheadExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RateLimitExceededException.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RateLimiter.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/BurstyRateLimiterStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/SmoothRateLimiterStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RateLimiterExecutor.java

```

\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RateLimiterImpl.java  
\* /failsafe-3-3-2-sources-jar/dev/failsafe/BulkheadBuilder.java  
\* /failsafe-3-3-2-sources-jar/dev/failsafe/RateLimiterConfig.java  
\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/RateLimiterStats.java  
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\* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/util/Maths.java  
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* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/util/DelegatingScheduler.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/AsyncExecutionInternal.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/DelayablePolicy.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CountingCircuitStats.java
*
/failsafe-3-3-2-sources-jar/dev/failsafe/event/EventListener.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/RetryPolicyConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/CircuitBreakerConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionAttemptedEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitBreakerExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/TimeoutExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionScheduledEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/FailurePolicyBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/TimeoutBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/PolicyBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/CircuitBreakerStateChangedEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/EventHandler.java
*
/failsafe-3-3-2-sources-jar/dev/failsafe/PolicyListeners.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/DelayablePolicyConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/FallbackExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/TimeoutConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/PolicyExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Timeout.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Policy.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/SyncExecutionInternal.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/AsyncExecution.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/DelayablePolicyBuilder.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/Execution.java

```

```

* /failsafe-3-3-2-sources-jar/dev/failsafe/FallbackConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/CircuitStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/TimedCircuitStats.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/ExecutionResult.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/FailurePolicyConfig.java
*
/failsafe-3-3-2-sources-jar/dev/failsafe/internal/RetryPolicyExecutor.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/PolicyConfig.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/spi/ExecutionInternal.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/event/ExecutionCompletedEvent.java
* /failsafe-3-3-2-sources-jar/dev/failsafe/internal/util/RandomDelay.java

```

# 1.48 netty-codec-dns 4.1.125.Final

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## 1.49 java-nats-streaming 2.2.3

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```
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/benchmark/Sample.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/ConnectionLostHandler.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/package-info.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/benchmark/SampleGroup.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/benchmark/Utils.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/StreamingConnectionFactory.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/StreamingConnection.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/SubscriptionImpl.java
*
/java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/Message.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/Subscription.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/StanBench.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/MessageHandler.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/Publisher.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/SubscriptionOptions.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/StreamingConnectionImpl.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/NatsStreaming.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/AckHandler.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/Subscriber.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/package-info.java
* /java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/Options.java
*
/java-nats-streaming-2-2-3-sources-jar/io/nats/streaming/examples/benchmark/Benchmark.java
```

## 1.50 micrometer-jakarta9 1.13.15

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- \* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/JmsPublishObservationContext.java

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- \* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/MessageConsumerInvocationHandler.java
- \*
- \* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/JmsObservationDocumentation.java
- \* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/DefaultJmsProcessObservationConvention.java
- \* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/JmsProcessObservationContext.java
- \* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/JmsProcessObservationConvention.java

```
* /micrometer-jakarta9-1-13-15-sources-
jar/io/micrometer/jakarta9/instrument/jms/MessageProducerInvocationHandler.java
* /micrometer-jakarta9-1-13-15-sources-
jar/io/micrometer/jakarta9/instrument/jms/DefaultJmsPublishObservationConvention.java
* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/package-info.java
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```
* /micrometer-jakarta9-1-13-15-sources-jar/io/micrometer/jakarta9/instrument/jms/JmsKeyValues.java
```

## 1.51 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava

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## 1.57 bcpkix-jdk18on 1.79

### 1.57.1 Available under license :

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/\*\*

- \* Base constructor.

- \* <p>

- \* The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.

- \* </p>

- \* <p>

- \* Known suffixes is a list of public domain suffixes that can't be used as wild cards for

- \* example \*.com, or c\*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.

- \* If \*.com is in the known suffixes list will not be allowed to match.
- \* </p>
- \*
- \* @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
- \*/

Found in path(s):

\* /bcpkix-jdk18on-1-79-sources-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

## 1.58 snmp-4j 3.7.4

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 <packaging>jar</packaging>
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 </properties>
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 <description>SNMP API for Java</description>
 <url>https://snmp4j.org</url>
 <developers>
 <developer>
 <name>Frank Fock</name>
 <email>fock@agentpp.com</email>
 <organization>AGENTPP</organization>
 <organizationUrl>https://agentpp.com</organizationUrl>
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 </developers>
 <scm>
 <url>scm:git:git@snmp.app:snmp4j.git</url>
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<organization>
 <name>SNMP4J.org</name>
 <url>https://snmp4j.org</url>
</organization>
<profiles>
 <profile>
 <id>default</id>
 <distributionManagement>
 <downloadUrl>https://snmp.app/dist</downloadUrl>
 <repository>
 <uniqueVersion>>false</uniqueVersion>
 <id>oosnmpRepo</id>
 <name>snmp.app Repository</name>
 <url>dav:https://snmp.app/dist/release</url>
 <layout>default</layout>
 </repository>
 <snapshotRepository>
 <uniqueVersion>>false</uniqueVersion>
 <id>oosnmpRepo</id>
 <name>snmp.app Snapshots</name>
 <url>dav:https://snmp.app/dist/snapshot</url>
 <layout>default</layout>
 </snapshotRepository>
 </distributionManagement>
 </profile>
 <profile>
 <id>make-assembly</id>
 <build>
 <plugins>
 <plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-jar-plugin</artifactId>
 <version>3.2.0</version>
 <configuration>
 <archive>
 <manifest>
 <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
 </manifest>
 </archive>
 </configuration>
 </plugin>
 <plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-assembly-plugin</artifactId>
 <version>3.3.0</version>
 <executions>
 <execution>
 <id>make-assembly</id>
 <phase>package</phase>
 <goals>
 <goal>single</goal>
 </goals>
 </execution>
 </executions>
 </plugin>
 </plugins>
 </build>
 </profile>
</profiles>

```



```

 </goals>
 </configuration>
 </descriptors>
 <descriptor>assembly.xml</descriptor>
 </descriptors>
</configuration>
</execution>
</executions>
</plugin>
</plugins>
</build>
</profile>
<profile>
 <id>ossrh</id>
 <distributionManagement>
 <snapshotRepository>
 <id>ossrh</id>
 <url>https://oss.sonatype.org/content/repositories/snapshots</url>
 </snapshotRepository>
 <repository>
 <id>ossrh</id>
 <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
 </repository>
 </distributionManagement>
 <build>
 <plugins>
 <plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-gpg-plugin</artifactId>
 <version>1.6</version>
 <executions>
 <execution>
 <id>sign-artifacts</id>
 <phase>verify</phase>
 <goals>
 <goal>sign</goal>
 </goals>
 </execution>
 </executions>
 <configuration>
 <keyname>${gpg.keyname}</keyname>
 <passphraseServerId>${gpg.keyname}</passphraseServerId>
 <gpgArguments>
 <arg>--pinentry-mode</arg>
 <arg>loopback</arg>
 </gpgArguments>
 </configuration>
 </plugin>
 </plugins>
 </build>
</profile>

```

```

 <plugin>
 <groupId>org.sonatype.plugins</groupId>
 <artifactId>nexus-staging-maven-plugin</artifactId>
 <version>1.6.13</version>
 <extensions>true</extensions>
 <configuration>
 <serverId>osrrh</serverId>
 <nexusUrl>https://oss.sonatype.org/</nexusUrl>
 <autoReleaseAfterClose>true</autoReleaseAfterClose>
 <stagingProgressTimeoutMinutes>10</stagingProgressTimeoutMinutes>
 </configuration>
 </plugin>
 </plugins>
</build>
</profile>
</profiles>
<dependencies>
 <dependency>
 <groupId>junit</groupId>
 <artifactId>junit</artifactId>
 <version>4.13.2</version>
 <scope>test</scope>
 </dependency>
</dependencies>
<build>
 <outputDirectory>classes</outputDirectory>
 <extensions>
 <extension>
 <groupId>org.apache.maven.wagon</groupId>
 <artifactId>wagon-webdav-jackrabbit</artifactId>
 <version>3.3.4</version>
 </extension>
 </extensions>
 <plugins>
 <plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-help-plugin</artifactId>
 <version>2.2</version>
 </plugin>
 <plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-source-plugin</artifactId>
 <version>3.2.1</version>
 <configuration>
 <excludes>
 <exclude>src/test/*</exclude>
 </excludes>
 </configuration>
 </plugin>
 </plugins>

```

```

 <executions>
 <execution>
 <id>attach-sources</id>
 <phase>verify</phase>
 <goals>
 <goal>jar-no-fork</goal>
 </goals>
 </execution>
 </executions>
 </plugin>
</plugin>
<plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-javadoc-plugin</artifactId>

<version>3.4.1</version>
 <executions>
 <execution>
 <id>attach-javadocs</id>
 <goals>
 <goal>jar</goal>
 </goals>
 </execution>
 </executions>
 <configuration>
 <stylesheet>java</stylesheet>
 <doctitle>${project.name} ${project.version}</doctitle>
 <bottom>Copyright 2005-2022 Frank Fock (SNMP4J.org)</bottom>
 <windowtitle>${project.name} ${project.version}</windowtitle>
 <docfilessubdirs>true</docfilessubdirs>
 <excludePackageNames>org.snmp4j.test:org.snmp4j.test.tools.console</excludePackageNames>
 <show>protected</show>
 <version />
 <author />
 <encoding>UTF-8</encoding>
 <additionalOptions>-html5 -Xdoclint:-html</additionalOptions>
 </configuration>
</plugin>
<plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-compiler-plugin</artifactId>
 <version>3.10.1</version>
 <configuration>
 <source>9</source>
 <target>9</target>
 <release>9</release>
 <encoding>UTF-8</encoding>
 <compilerArgument>-Xlint:all</compilerArgument>
 </configuration>

```

```

</plugin>
<plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-jar-plugin</artifactId>
 <version>3.2.2</version>
 <configuration>
 <archive>
 <manifest>
 <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
 </manifest>

 </archive>
 <excludes>
 <exclude>classes-test/**</exclude>
 </excludes>
 </configuration>
</plugin>
<plugin>
 <groupId>org.apache.maven.plugins</groupId>
 <artifactId>maven-assembly-plugin</artifactId>
 <version>3.3.0</version>
 <configuration>
 <descriptors>
 <descriptor>assembly.xml</descriptor>
 </descriptors>
 </configuration>
 <executions>
 <execution>
 <id>make-assembly</id>
 <phase>package</phase>
 <goals>
 <goal>single</goal>
 </goals>
 </execution>
 </executions>
</plugin>
</plugins>
</build>
</project>

```

Found in path(s):

\*

/snmp4j-3-7-4-sources-jar/META-INF/maven/org.snmp4j/snmp4j/pom.xml

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/\* #####

\_##

\_## SNMP4J - Address.java

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Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/Address.java

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```

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_## SNMP4J - CounterSupport.java
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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/CounterSupport.java

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```

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_##
_## SNMP4J - TsmSecurityParameters.java

```

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```

Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/TsmSecurityParameters.java

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```

Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/MessageID.java

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```

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_##
_## SNMP4J - IPAddress.java

```

```

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```

Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/IpAddress.java

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```

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_## SNMP4J - Session.java
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```

Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/Session.java

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```

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_##
_## SNMP4J - MessageDispatcherImpl.java

```

```

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Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/MessageDispatcherImpl.java

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_## SNMP4J - PrivAES256.java
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```

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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/PrivAES256.java

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```

/* _#####
_##
_## SNMP4J - DictionaryOIDTextFormat.java

```



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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/util/DictionaryOIDTextFormat.java

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_## SNMP4J - DefaultCounterListener.java
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```

Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/mp/DefaultCounterListener.java

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```

/* _#####
_##
_## SNMP4J - NonStandardSecurityProtocol.java

```

```

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Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/nonstandard/NonStandardSecurityProtocol.java

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```

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_## SNMP4J - LogControl.java
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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/tools/console/LogControl.java

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```

/* _#####
_##
_## SNMP4J - AuthHMAC384SHA512.java

```

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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/AuthHMAC384SHA512.java

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Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/tools/console/SnmpCommand.java

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```

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_##
_## SNMP4J - CipherPool.java

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Found in path(s):

\* /snmp4j-3-7-4-sources-jar/org/snmp4j/security/CipherPool.java

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_## SNMP4J - PDUv1.java
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```

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_## SNMP4J - EngineBootsCounterFile.java

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_## SNMP4J - TLSTMExtendedTrustManager.java
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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/transport/tls/TLSTMExtendedTrustManager.java

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```

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_##
_## SNMP4J - DtlsAddress.java

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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/smi/DtlsAddress.java

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_##
_## SNMP4J - ByteArrayWindow.java

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options.des.y=Set the privacy protocol to be used to encrypt SNMPv3 messages. Valid values are DES, AES (AES128), AES192, AES256, AES192p, AES256p, and 3DES(DESEDE). The AES protocols that end with 'p' (for

proprietary) are using a non-standardized key extension algorithm from 3DES.

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\* /snmp4j-3-7-4-sources-jar/org/snmp4j/uri/SnmpUriResponse.java

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# 1.60 netty-transport-native-epoll 4.1.125.Final

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Manifest-Version: 1.0

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>

Bundle-SymbolicName: io.netty.transport-native-epoll.linux-aarch\_64

Built-By: root

Bnd-LastModified: 1756889631803

Specification-Title: Netty/Transport/Native/Epoll

Implementation-Vendor-Id: io.netty

Bundle-DocURL: <https://netty.io/>

Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;  
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="  
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=  
"[1.0,2)";resolution:=optional

Fragment-Host: io.netty.transport-classes-epoll

Bundle-Name: Netty/Transport/Native/Epoll  
Bundle-NativeCode: META-INF/native/libnetty\_transport\_native\_epoll\_aarch\_64.so; osname=Linux; processor=aarch64,\*  
Build-Jdk-Spec: 1.8  
Implementation-Title: Netty/Transport/Native/Epoll  
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.  
Automatic-Module-Name: io.netty.transport.epoll.linux.aarch\_64  
Implementation-Version: 4.1.125.Final  
Specification-Vendor: The Netty Project  
Bundle-ManifestVersion: 2  
Bundle-Vendor: The Netty Project  
Tool: Bnd-6.3.1.202206071316  
Implementation-Vendor: The Netty Project  
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8  
Bundle-Version: 4.1.125.Final  
Created-By: Apache Maven Bundle Plugin 5.1.8  
Build-Jdk: 1.8.0\_222  
Specification-Version: 4.1  
Implementation-URL: <https://netty.io/netty-transport-native-epoll/>

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/opt/cola/permits/2640411403\_1759668032.2701356/0/netty-transport-native-epoll-4-1-125-final-linux-aarch-64-jar/META-INF/maven/io.netty/netty-transport-native-epoll/pom.xml<?xml version="1.0" encoding="UTF-8"?>

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## 1.61 jakarta-xml-soap-api 3.0.2

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## 1.63 jandex 2.4.2.Final

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```

Found in path(s):

```

* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ModuleInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfo.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInternal.java
*
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/RecordComponentInfoGenerator.java

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- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/DotName.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Type.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInternal.java
- \*
- /jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnsupportedVersion.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTarget.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/NameTable.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/JarIndexer.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationValue.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexView.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationInstance.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/CompositeIndex.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Main.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Result.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriter.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/JandexAntTask.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassInfo.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReader.java
- \*
- /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV1.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassType.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataOutputStream.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Index.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterInfo.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfo.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV1.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PackedDataInputStream.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PrimitiveType.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/StrongInternPool.java
- \* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Indexer.java

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```
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderV2.java
```

```
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterV2.java
```

```
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/VoidType.java
```

```
*
```

```

/jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/FieldInfoGenerator.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ThrowsTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ArrayType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/WildcardType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/ParameterizedType.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/MethodInternal.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexWriterImpl.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/IndexReaderImpl.java
*
/jandex-2-4-2-final-sources-jar/org/jboss/jandex/ClassExtendsTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/UnresolvedTypeVariable.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/TypeParameterBoundTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/AnnotationTargetFilterCollection.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/PositionBasedTypeTarget.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/Utils.java
* /jandex-2-4-2-final-sources-jar/org/jboss/jandex/EmptyTypeTarget.java

```

## 1.64 vertx-core 4.5.9

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```
* /vertx-core-4-5-9-1-jar/META-INF/maven/io.vertx/vertx-core/pom.xml
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```

```
Core commands
io.vertx.core.impl.launcher.commands.RunCommandFactory
io.vertx.core.impl.launcher.commands.VersionCommandFactory
io.vertx.core.impl.launcher.commands.BareCommandFactory
```

```
Background application control
io.vertx.core.impl.launcher.commands.ListCommandFactory
io.vertx.core.impl.launcher.commands.StartCommandFactory
io.vertx.core.impl.launcher.commands.StopCommandFactory
```

Found in path(s):

\* /vertx-core-4-5-9-1-jar/META-INF/services/io.vertx.core.spi.launcher.CommandFactory

## 1.65 grpc-grpclb 1.66.0

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Found in path(s):

\* /grpc-grpclb-1-66-0-1-jar/grpc/lb/v1/load\_balancer.proto

## 1.66 jackson-annotations 2.19.2

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## 1.68 jta 1.2

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\* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/TransactionalInterceptor.java  
\* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/Transaction.java  
\* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/Transactional.java  
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\* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/JtaConnectionFactoryWrapper.java  
\* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/TransactionalService.java  
\* /jta-1-2-sources-4-jar/org/atteo/moonshine/jta/PoolOptions.java  
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## 1.69 zlib 1.3.1-r2

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```
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ValidateUnwrappedValue.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ValidateOnExecution.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/AssertTrue.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintDefinitionException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Positive.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Digits.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Min.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/package-info.java
*
/jakarta-validation-api-3-0-2-sources-jar/module-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidatorContext.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/CascadableDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ExecutableDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Configuration.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/MethodDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/package-info.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/Default.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/GroupDefinitionException.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/FutureOrPresent.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NotBlank.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/DecimalMin.java
*
/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ConstraintDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Payload.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/BootstrapState.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ParameterNameProvider.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/Scope.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidationProviderResolver.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NegativeOrZero.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/NotEmpty.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/ExtractedValue.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/ValidationTarget.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/UnexpectedTypeException.java
*
/jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/CrossParameterDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/PropertyDescriptor.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/BootstrapConfiguration.java
* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/GroupConversionDescriptor.java
```

- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/alueextraction/package-info.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ReturnValueDescriptor.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/GenericBootstrap.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/AssertFalse.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/alueextraction/Unwrapping.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ReportAsSingleViolation.java
- \*
- /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintViolationException.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ParameterDescriptor.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Constraint.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/TraversableResolver.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/NoProviderFoundException.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidatorFactory.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Null.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ValidationException.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Path.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Validation.java
- \* /jakarta-validation-api-3-0-2-sources-
- jar/jakarta/validation/alueextraction/ValueExtractorDefinitionException.java
- \*
- /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidatorFactory.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Max.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/PastOrPresent.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Negative.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Validator.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ContainerElementTypeDescriptor.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/ConstructorDescriptor.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintDeclarationException.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Email.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Pattern.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ElementKind.java
- \*
- /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ExecutableValidator.java
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- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ClockProvider.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Size.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/package-info.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/PositiveOrZero.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/ProviderSpecificBootstrap.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/Future.java
- \*
- /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintTarget.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/DecimalMax.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/GroupSequence.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/ConfigurationState.java



- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/BeanDescriptor.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/ConvertGroup.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/package-info.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/spi/ValidationProvider.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/MessageInterpolator.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/bootstrap/package-info.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/ValueExtractor.java
- \*
- /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/groups/package-info.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidatorContext.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintViolation.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraintvalidation/SupportedValidationTarget.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/UnwrapByDefault.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/Valid.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/OverridesAttribute.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/valueextraction/ValueExtractorDeclarationException.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/ConstraintValidator.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/constraints/package-info.java
- \* /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/executable/ExecutableType.java
- \*
- /jakarta-validation-api-3-0-2-sources-jar/jakarta/validation/metadata/MethodType.java
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## 1.75 protobuf-java 3.25.5

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```
* /protobuf-java-3-25-5-jar/google/protobuf/type.proto
* /protobuf-java-3-25-5-jar/google/protobuf/struct.proto
* /protobuf-java-3-25-5-jar/google/protobuf/timestamp.proto
* /protobuf-java-3-25-5-jar/google/protobuf/api.proto
* /protobuf-java-3-25-5-jar/google/protobuf/empty.proto
*
/protobuf-java-3-25-5-jar/google/protobuf/source_context.proto
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* /protobuf-java-3-25-5-jar/google/protobuf/duration.proto
* /protobuf-java-3-25-5-jar/google/protobuf/field_mask.proto
* /protobuf-java-3-25-5-jar/google/protobuf/any.proto
* /protobuf-java-3-25-5-jar/google/protobuf/descriptor.proto
```

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Manifest-Version: 1.0

Created-By: mergejars

Automatic-Module-Name: com.google.protobuf

Bnd-LastModified: 1726689439980

Bundle-Description: Core Protocol Buffers library. Protocol Buffers are a way of encoding structured data in an efficient yet extensible format

.

Bundle-DocURL: <https://developers.google.com/protocol-buffers/>  
Bundle-License: <https://opensource.org/licenses/BSD-3-Clause>  
Bundle-ManifestVersion: 2  
Bundle-Name: Protocol Buffers [Core]  
Bundle-SymbolicName: com.google.protobuf  
Bundle-Version: 3.25.5  
Export-Package: com.google.protobuf;version="3.25.5",com.google.protobuf  
.compiler;version="3.25.5";uses="com.google.protobuf"  
Import-Package: com.google.protobuf;version="[3.25,4)",sun.misc;resoluti  
on:=optional  
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"  
Tool: Bnd-6.4.0.202211291949  
Target-Label: //java/core:lite\_runtime\_only

Found in path(s):

\* /protobuf-java-3-25-5-jar/META-INF/MANIFEST.MF

## 1.76 plexus-utils 3.2.1

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## 1.77 hikaricp 6.3.2

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/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java/\*

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/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/SQLExceptionOverride.java/\*

/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java/\*

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/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/metrics/MetricsTrackerFactory.java/\*

/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/metrics/PoolStats.java/\*

/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/metrics/dropwizard/CodaHaleMetricsTracker.java/\*

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/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/metrics/micrometer/MicrometerMetricsTracker.java/\*

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/opt/cola/permits/2603041337\_1761474144.737366/0/hikaricp-6-3-2-sources-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java/\*

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/opt/cola/permits/2603041337_1761474144.737366/0/hikaricp-6-3-2-sources-
jar/com/zaxxer/hikari/util/SuspendResumeLock.java/*
/opt/cola/permits/2603041337_1761474144.737366/0/hikaricp-6-3-2-sources-
jar/com/zaxxer/hikari/util/UtilityElf.java/*
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## 1.78 jetty-util 12.0.25

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\* /jetty-util-12-0-25-sources-jar/module-info.java  
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jar/org/eclipse/jetty/util/BlockingArrayQueue.java//
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/opt/cola/permits/2602943578\_1758694776.726992/0/jetty-util-12-0-25-sources-  
jar/org/eclipse/jetty/util/thread/TimerScheduler.java//  
/opt/cola/permits/2602943578\_1758694776.726992/0/jetty-util-12-0-25-sources-  
jar/org/eclipse/jetty/util/thread/TrackingExecutor.java//  
/opt/cola/permits/2602943578\_1758694776.726992/0/jetty-util-12-0-25-sources-  
jar/org/eclipse/jetty/util/thread/TryExecutor.java//  
/opt/cola/permits/2602943578\_1758694776.726992/0/jetty-util-12-0-25-sources-  
jar/org/eclipse/jetty/util/thread/VirtualThreadPool.java//  
/opt/cola/permits/2602943578\_1758694776.726992/0/jetty-util-12-0-25-sources-  
jar/org/eclipse/jetty/util/thread/package-info.java//  
/opt/cola/permits/2602943578\_1758694776.726992/0/jetty-util-12-0-25-sources-

```
jar/org/eclipse/jetty/util/thread/strategy/AdaptiveExecutionStrategy.java//
/opt/cola/permits/2602943578_1758694776.726992/0/jetty-util-12-0-25-sources-
jar/org/eclipse/jetty/util/thread/strategy/EatWhatYouKill.java//
/opt/cola/permits/2602943578_1758694776.726992/0/jetty-util-12-0-25-sources-
jar/org/eclipse/jetty/util/thread/strategy/ExecuteProduceConsume.java//
/opt/cola/permits/2602943578_1758694776.726992/0/jetty-util-12-0-25-sources-
jar/org/eclipse/jetty/util/thread/strategy/ProduceConsume.java//
/opt/cola/permits/2602943578_1758694776.726992/0/jetty-util-12-0-25-sources-
jar/org/eclipse/jetty/util/thread/strategy/ProduceExecuteConsume.java//
```

Found  
in path(s):  
\*

## 1.79 log4j-over-slf4j 2.0.17

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## 1.80 jackson-xc 2.17.3

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It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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# 1.81 netty-handler-proxy 4.1.125.Final

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## 1.82 netty-transport-native-unix-common

### 4.2.5.Final

#### 1.82.1 Available under license :

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/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/Buffer.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DatagramSocketAddress.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramChannel.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramChannelConfig.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramPacket.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainDatagramSocketAddress.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketAddress.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/io/netty/channel/unix/DomainSocketChannelConfig.java/\*

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-



```

jar/io/netty/channel/unix/DomainSocketReadMode.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/Errors.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/FileDescriptor.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/GenericUnixChannelOption.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/IntegerUnixChannelOption.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/IovArray.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/Limits.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/LimitsStaticallyReferencedJniMethods.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/NativeInetAddress.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/PeerCredentials.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/PreferredDirectByteBufAllocator.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/RawUnixChannelOption.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/SegmentedDatagramPacket.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/ServerDomainSocketChannel.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/Socket.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/SocketWritableByteChannel.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/Unix.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/UnixChannel.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/UnixChannelOption.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/UnixChannelUtil.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/io/netty/channel/unix/package-info.java/*
/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/module-info.yml#

/opt/cola/permits/2616834099_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-
jar/netty_unix.c/*

```

/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_buffer.c/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_buffer.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_errors.c/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_errors.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_filedescriptor.c/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_filedescriptor.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_jni.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_limits.c/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_limits.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_socket.c/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_socket.h/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_util.c/\*  
/opt/cola/permits/2616834099\_1758691455.5300455/0/netty-transport-native-unix-common-4-2-5-final-sources-jar/netty\_unix\_util.h/\*

Found

in path(s):

\*

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

\* /netty-transport-native-unix-common-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-unix-common/pom.xml

# 1.83 commons-dbcp 2.12.0

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## 1.84 pyc 3.12.12-r0

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.



In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

| Release        | Derived from | Year      | Owner      | GPL-compatible? (1) |
|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
| 2.0.1          | 2.0+1.6.1    | 2001      | PSF        | yes                 |
| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |
| 2.1.3          | 2.1.2        | 2002      | PSF        | yes                 |
| 2.2 and above  | 2.1.1        | 2001-now  |            |                     |
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 */
```

Found in path(s):

```
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/Immutable.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/GuardedBy.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/NotThreadSafe.java
* /jsr305-3-0-2-sources-12-jar/javax/annotation/concurrent/ThreadSafe.java
```

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```
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAddressType.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthRequest.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthRequestDecoder.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthResponse.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthResponseDecoder.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthScheme.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksAuthStatus.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdRequest.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdRequestDecoder.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdResponse.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdResponseDecoder.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdStatus.java/*
/opt/cola/permits/2616834220_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-
jar/io/netty/handler/codec/socks/SocksCmdType.java/*
```



/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksCommonUtils.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksInitRequest.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksInitResponse.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksInitResponseDecoder.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksMessage.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksProtocolVersion.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksResponseType.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/SocksSubnegotiationVersion.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/UnknownSocksResponse.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socks/package-info.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/AbstractSocksMessage.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/SocksMessage.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/SocksPortUnificationServerHandler.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/SocksVersion.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/package-info.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/AbstractSocks4Message.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/DefaultSocks4CommandResponse.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientDecoder.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ClientEncoder.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandRequest.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandStatus.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4CommandType.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4Message.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/Socks4ServerEncoder.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v4/package-info.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/AbstractSocks5Message.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5CommandResponse.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialResponse.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthResponse.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5AddressDecoder.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequest.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5CommandType.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequestDecoder.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequestDecoder.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponse.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthResponseDecoder.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthStatus.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PrivateAuthRequest.java/\*

/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/Socks5PrivateAuthRequestDecoder.java/\*

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/opt/cola/permits/2616834220\_1758692021.3020031/0/netty-codec-socks-4-2-5-final-sources-jar/io/netty/handler/codec/socksx/v5/package-info.java/\*

Found in path(s):

\*

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

\* /netty-codec-socks-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-socks/pom.xml

## 1.87 grpc-protobuf 1.55.3

### 1.87.1 Available under license :

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## 1.88 bcpkix-fips 2.1.9

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/\*\*

\* Base constructor.

\* <p>

\* The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.

\* </p>

\* <p>

\* Known suffixes is a list of public domain suffixes that can't be used as wild cards for

\* example \*.com, or c\*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.

\* If \*.com is in the known suffixes list will not be allowed to match.

\* </p>

\*

\* @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }

\*/

Found in path(s):

\* /bcpkix-fips-2-1-9-sources-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

## 1.89 jackson-jr-objects 2.14.2

## 1.89.1 Available under license :

# Jackson JSON processor

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

It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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## 1.90 failureaccess 1.0.3

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## 1.91 swagger 2.2.36

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## 1.92 javax-activation 1.2.2

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\*

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/\*\*

\* Contains the polynomial classes used in the NTRU round 3 algorithm.

\*

\* <p>

\* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC  
competition,



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\* </p>

\*

\* <p><a href="https://csrc.nist.gov/CSRC/media/Projects/post-quantum-cryptography/documents/round-3/submissions/NTRU-Round3.zip">NIST submission files</a></p>

\* <p><a href="https://github.com/jschanck/ntru/blob/master/LICENSE">License of reference implementation</a></p>

\*/

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\* SPHINCS-256 signer.

\* <p>

\* This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being the digests used

\* for message hashing and tree construction are now configurable (within limits...) and that the implementation produces

\* detached signatures.

\* </p>

\* <p>

\* The SPHINCS reference implementation is public domain, as per the statement in the second last paragraph of section 1 in <https://eprint.iacr.org/2014/795.pdf>

\* </p>

\*/

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\* Poly1305 message authentication code, designed by D. J. Bernstein.

\* <p>

\* Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key

\* consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106

\* effective key bits) used in the authenticator.

\* <p>

\* The polynomial calculation in this implementation is adapted from the public domain <a

\* href="https://github.com/floodyberry/poly1305-donna">poly1305-donna-unrolled</a> C implementation

\* by Andrew M (@floodyberry).

\* @see Poly1305KeyGenerator

\*/

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\* Magic value for proprietary OpenSSH private key.

\*/

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\* The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography. For the old NTRU, see

\* {@link org.bouncycastle.pqc.legacy.crypto.ntru}.

\*

\* <p>

\* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC competition,

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\* </p>

\*

\* <p><a href="https://csrc.nist.gov/CSRC/media/Projects/post-quantum-cryptography/documents/round-3/submissions/NTRU-Round3.zip">NIST submission files</a></p>

\* <p><a href="https://github.com/jschanck/ntru/blob/master/LICENSE">License of reference implementation</a></p>

\*

\* @see <a href="https://csrc.nist.gov/Projects/post-quantum-cryptography/round-3-submissions">NIST round 3 PQC submissions page</a>

\* @see <a href="https://ntru.org/">NTRU website</a>

\* @see <a href="https://ntru.org/f/ntru-20190330.pdf">NTRU specification</a>

\*/

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public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,

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\* /bcprov-jdk18on-1-78-1-sources-jar/org/bouncycastle/asn1/x9/DomainParameters.java

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\* An implementation of [RFC 7253](https://tools.ietf.org/html/rfc7253) on The OCB  
 \* Authenticated-Encryption Algorithm. For those still concerned about the original patents  
 \* around this, please see:  
 \* 

<https://mailarchive.ietf.org/arch/msg/cfrg/qLTveWOdTJcLn4HP3ev-vrj05Vg/>

  
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Phillip Rogaway <rogaway@cs.ucdavis.edu> Sat, 27 February 2021 02:46 UTC

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 \*/

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## 1.94 geronimo-jta 1.1.1

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## 1.95 xz 5.8.1-r0

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package main

```
import (
 "bufio"
 "bytes"
 "flag"
 "fmt"
```



```

"io"
"log"
"os"
"path/filepath"
"strings"
)

```

```
const crUsageString = `xb copyright [options] <path>....
```

The xb copyright command adds a copyright remark to all go files below path.

```
-h prints this message and exits
```

```
,
```

```
func crUsage(w io.Writer) {
 fmt.Fprint(w, crUsageString)
}

```

```
const copyrightText = `
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license that can be found in the LICENSE file.
`

```

```
func goComment(text string) string {
 buf := new(bytes.Buffer)
 scanner := bufio.NewScanner(strings.NewReader(text))
 var err error
 for scanner.Scan() {
 s := strings.TrimSpace(scanner.Text())
 if len(s) == 0 {
 continue
 }
 if _, err = fmt.Fprintln(buf, "///", s); err != nil {
 panic(err)
 }
 }
 if err
 = scanner.Err(); err != nil {
 panic(err)
 }
 if _, err = fmt.Fprintln(buf); err != nil {
 panic(err)
 }
 return buf.String()
}

```

```
var goCopyright = goComment(copyrightText)
```

```

func addCopyright(path string) (err error) {
 log.Printf("adding copyright to %s", path)
 src, err := os.Open(path)
 if err != nil {
 return err
 }
 defer func() {
 cerr := src.Close()
 if cerr != nil && err == nil {
 err = cerr
 }
 }()
 newPath := path + ".new"
 dst, err := os.Create(newPath)
 if err != nil {
 return err
 }
 defer func() {
 cerr := dst.Close()
 if cerr != nil && err == nil {
 err = cerr
 }
 }()
 out := bufio.NewWriter(dst)
 fmt.Fprint(out, goCopyright)
 scanner := bufio.NewScanner(src)
 line := 0
 del := false
 for scanner.Scan() {
 line++
 txt := scanner.Text()
 if line == 1 && strings.Contains(txt, "Copyright") {
 del = true
 continue
 }
 if del {
 s := strings.TrimSpace(txt)
 if len(s) == 0 {
 del = false
 }
 continue
 }
 fmt.Fprintln(out, txt)
 }
 if err = scanner.Err();
 err != nil {
 return err
 }
}

```

```

 }
 if err = out.Flush(); err != nil {
 return
 }
 err = os.Rename(newPath, path)
 return
}

func walkCopyrights(path string, info os.FileInfo, err error) error {
 if err != nil {
 return err
 }
 if info.IsDir() {
 return nil
 }
 if !strings.HasSuffix(info.Name(), ".go") {
 return nil
 }
 return addCopyright(path)
}

func copyright() {
 cmdName := os.Args[0]
 log.SetPrefix(fmt.Sprintf("%s: ", cmdName))
 log.SetFlags(0)

 flag.CommandLine = flag.NewFlagSet(cmdName, flag.ExitOnError)
 flag.Usage = func() { crUsage(os.Stderr); os.Exit(1) }

 help := flag.Bool("h", false, "")

 flag.Parse()

 if *help {
 crUsage(os.Stdout)
 os.Exit(0)
 }

 for _, path := range flag.Args() {
 fi, err := os.Stat(path)
 if err != nil {
 log.Print(err)
 continue
 }
 if !fi.IsDir() {
 log.Printf("%s is not a directory", path)
 continue
 }
 }
}

```

```

if err = filepath.Walk(path, walkCopyrights); err != nil {
 log.Fatalf("%s error %s", path, err)
}
}
}
package main

```

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### 2.17.3

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## 1.109 jackson-datatype-jdk8 2.17.3

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## 1.112 python3-pyc 3.12.12-r0

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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|----------------|--------------|-----------|------------|---------------------|
| 0.9.0 thru 1.2 |              | 1991-1995 | CWI        | yes                 |
| 1.3 thru 1.5.2 | 1.2          | 1995-1999 | CNRI       | yes                 |
| 1.6            | 1.5.2        | 2000      | CNRI       | no                  |
| 2.0            | 1.6          | 2000      | BeOpen.com | no                  |
| 1.6.1          | 1.6          | 2001      | CNRI       | yes (2)             |
| 2.1            | 2.0+1.6.1    | 2001      | PSF        | no                  |
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| 2.1.1          | 2.1+2.0.1    | 2001      | PSF        | yes                 |
| 2.1.2          | 2.1.1        | 2002      | PSF        | yes                 |



|               |       |          |     |     |
|---------------|-------|----------|-----|-----|
| 2.1.3         | 2.1.2 | 2002     | PSF | yes |
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\* Project: <https://maven.apache.org/ref/3.5.2/maven-core/index.html>

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maven-plugin-annotations (3.5)

\* License: Apache-2.0

\* Project: <https://maven.apache.org/plugin-tools/maven-plugin-annotations/>

\* Source:

<https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations>

maven-plugin-api (3.5.2)

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\* Project: <https://maven.apache.org/resolver/maven-resolver-transport-file/>

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plexus-archiver (3.5)

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\* Project: <https://codehaus-plexus.github.io/plexus-archiver/>

\* Source: <https://github.com/codehaus-plexus/plexus-archiver>

plexus-io (3.0.0)

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relaxng-datatype  
(1.0)

\* License: New BSD license

Sax (0.2)

\* License: SAX-PD

\* Project: <http://www.megginson.com/downloads/SAX/>

\* Source: [http://sourceforge.net/project/showfiles.php?group\\_id=29449](http://sourceforge.net/project/showfiles.php?group_id=29449)

testng (6.14.2)

\* License: Apache-2.0 AND (MIT OR GPL-1.0+)

\* Project: <https://testng.org/doc/index.html>

\* Source: <https://github.com/cbeust/testng>

wagon-http-lightweight (3.0.0)

\* License: Pending

\* Project: <https://maven.apache.org/wagon/>

\* Source:

<https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0>

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## 1.114 netty-resolver-dns 4.2.5.Final

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```
<?xml version="1.0" encoding="UTF-8"?>
```

Found in path(s):

\* /netty-resolver-dns-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-resolver-dns/pom.xml

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```
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/META-INF/native-
image/io.netty/netty-resolver-dns/native-image.properties# Copyright 2020 The Netty Project
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/AuthoritativeDnsServerCacheAdapter.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserver.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/BiDnsQueryLifecycleObserverFactory.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/Cache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/DatagramDnsQueryContext.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/DefaultAuthoritativeDnsServerCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/DefaultDnsCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/DefaultDnsCnameCache.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/DefaultDnsServerAddressStreamProvider.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/DefaultDnsServerAddresses.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
```

jar/io/netty/resolver/dns/DirContextUtils.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsAddressDecoder.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsAddressResolveContext.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsAddressResolverGroup.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsCache.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsCacheEntry.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsCnameCache.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsErrorCauseException.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsNameResolver.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsNameResolverBuilder.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsNameResolverChannelStrategy.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsNameResolverException.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsNameResolverTimeoutException.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsQueryContext.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsQueryContextManager.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsQueryIdSpace.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsQueryLifecycleObserver.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsQueryLifecycleObserverFactory.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsRecordResolveContext.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsResolveContext.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsServerAddressStream.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsServerAddressStreamProvider.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsServerAddressStreamProviders.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/DnsServerAddresses.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-

jar/io/netty/resolver/dns/DnsServerResponseFeedbackAddressStream.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/InflightNameResolver.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/LoggingDnsQueryLifecycleObserverFactory.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/LoggingDnsQueryLifecycleObserver.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/MultiDnsServerAddressStreamProvider.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/NameServerComparator.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/NoopAuthoritativeDnsServerCache.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/NoopDnsCache.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/NoopDnsCnameCache.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserver.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/NoopDnsQueryLifecycleObserverFactory.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/PreferredAddressTypeComparator.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/ResolveConf.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/RotationalDnsServerAddresses.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/RoundRobinDnsAddressResolverGroup.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/SequentialDnsServerAddressStream.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/SequentialDnsServerAddressStreamProvider.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/ShuffledDnsServerAddressStream.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/SingletonDnsServerAddressStreamProvider.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/TcpDnsQueryContext.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/ThreadLocalNameServerAddressStream.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/UniSequentialDnsServerAddressStreamProvider.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-  
jar/io/netty/resolver/dns/UnixResolverDnsServerAddressStreamProvider.java/\*  
/opt/cola/permits/2616834442\_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-

```
jar/io/netty/resolver/dns/UnixResolverOptions.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-
jar/io/netty/resolver/dns/package-info.java/*
/opt/cola/permits/2616834442_1758691785.000164/0/netty-resolver-dns-4-2-5-final-sources-jar/module-info.yml#

```

Found in path(s):

\*

## 1.115 distro 1.9.0

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# 1.120 httpcomponents-client 5.5

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## 1.121 netty-resolver-dns-native-macos

### 4.1.125.Final

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Manifest-Version: 1.0  
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>  
Bundle-SymbolicName: io.netty.resolver-dns-native-macos.osx-x86\_64  
Built-By: runner  
Bnd-LastModified: 1756889563920  
Specification-Title: Netty/Resolver/DNS/Native/MacOS  
Implementation-Vendor-Id: io.netty  
Bundle-DocURL: <https://netty.io/>  
Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;  
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="  
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=  
"[1.0,2)";resolution:=optional  
Fragment-Host: io.netty.resolver-dns-classes-macos  
Bundle-Name: Netty/Resolver/DNS/Native/MacOS

Bundle-NativeCode: META-INF/native/libnetty\_resolver\_dns\_native\_macos\_x86\_64.jnilib; osname=MacOSX; processor=x86\_64  
Build-Jdk-Spec: 1.8  
Implementation-Title: Netty/Resolver/DNS/Native/MacOS  
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.  
Automatic-Module-Name: io.netty.resolver.dns.macos.osx.x86\_64  
Implementation-Version: 4.1.125.Final  
Specification-Vendor: The Netty Project  
Bundle-ManifestVersion: 2  
Bundle-Vendor: The Netty Project  
Tool: Bnd-6.3.1.202206071316  
Implementation-Vendor: The Netty Project  
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8  
Bundle-Version: 4.1.125.Final  
Created-By: Apache Maven Bundle Plugin 5.1.8  
Build-Jdk: 1.8.0\_462  
Specification-Version: 4.1  
Implementation-URL: <https://netty.io/netty-resolver-dns-native-macos/>

Found in path(s):

\* /netty-resolver-dns-native-macos-4-1-125-final-osx-x86-64-jar/META-INF/MANIFEST.MF

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/opt/cola/permits/2640411415\_1759667937.0575294/0/netty-resolver-dns-native-macos-4-1-125-final-osx-x86-64-jar/META-INF/maven/io.netty/netty-resolver-dns-native-macos/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

\*

## 1.122 jspecify 1.0.0

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Manifest-Version: 1.0

Bundle-Description: An artifact of well-specified annotations to power static analysis checks and JVM language interop.

Bundle-DocURL: <https://jspecify.dev/docs/start-here>

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>

Bundle-ManifestVersion: 2

Bundle-Name: JSpecify annotations

Bundle-SymbolicName: org.jspecify.jspecify

Bundle-Vendor: The JSpecify Authors  
Bundle-Version: 1.0.0  
Export-Package: org.jspecify.annotations;version="1.0.0"  
Implementation-Version: 1.0.0  
Import-Package: java.lang,java.lang.annotation  
Multi-Release: true  
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"

Found in path(s):  
\* /jspecify-1-0-0-jar/META-INF/MANIFEST.MF

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## 1.124 grpc-protobuf-lite 1.55.3

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## 1.125 micrometer-observation 1.13.15

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 */
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Found in path(s):

```
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NullObservation.java
* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/SimpleEvent.java
```

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- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationConvention.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/docs/package-info.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/package-info.java
- \*
- /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/ReceiverContext.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/KeyValuesConvention.java
- \* /micrometer-observation-1-13-15-sources-
- jar/io/micrometer/observation/aop/ObservedAspectObservationDocumentation.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/ResponseContext.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationTextPublisher.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/SenderContext.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/Observation.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationFilter.java
- \* /micrometer-observation-1-13-15-sources-
- jar/io/micrometer/observation/transport/RequestReplySenderContext.java
- \* /micrometer-observation-1-13-15-sources-
- jar/io/micrometer/observation/transport/RequestReplyReceiverContext.java
- \*
- /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/annotation/Observed.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/docs/ObservationDocumentation.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NoopObservationRegistry.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/Propagator.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationHandler.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationView.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/SimpleObservationRegistry.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/contextpropagation/package-info.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/aop/ObservedAspect.java
- \*
- /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/GlobalObservationConvention.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/aop/package-info.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/SimpleObservation.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NoopObservationConfig.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationPredicate.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/ObservationRegistry.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/transport/package-info.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NoopObservationConvention.java
- \* /micrometer-observation-1-13-15-sources-jar/io/micrometer/observation/NoopObservation.java

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## 2.8.13

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\* /springdoc-openapi-starter-common-2-8-13-sources-jar/org/springdoc/api/AbstractOpenApiResource.java

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Found  
in path(s):  
\*

# 1.127 jdk-corretto 17.0.17.10.1

## 1.127.1 Available under license :

## xwd v1.0.7

### xwd utility  
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include/GL/glxext.h  
include/GL/wglxext.h :

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in the program `Gnomovision'  
(which makes passes at compilers) written  
by James Hacker.

signature of Moe Ghoul, 1 April 1989  
Moe Ghoul, President of Vice

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```
Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"
```

```
_types="html json rdfa rdft rdfturtle rdfxml template text"
```

```
for type in $_types; do
```

```

subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
 mkdir -p "$pkgdir"
}

_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
 local license=${i##*/}
 echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

Automatically generated by apkbuidl-cpan, template 4
Contributor: Valery Kartel <valery.kartel@gmail.com>
Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

```



```

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
 INSTALLDIRS=vendor \
 NO_PACKLIST=1 \
 NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
 BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

```

```

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
 need dbus
}
Contributor: Maxim Karasev <begs@disroot.org>
Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
 # some GNU autoconf options are ignored, but it works
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr \
 --sysconfdir=/etc \
 --mandir=/usr/share/man \
 --sourcedir=/usr/share/$pkgname
 make
}

package() {

```

```
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}
```

```
sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
 bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
MIT License
```

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```
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
```

```
pkgname=libart-lgpl
```

```
pkgver=2.3.21
```

```
pkgrel=8
```

```
pkgdesc="A library for high-performance 2D graphics"
```

```
url="https://www.levien.com/libart/"
```

```
arch="all"
```

```
options="!check" # No test suite.
```

```
license="LGPL-2.0-or-later"
```

```
subpackages="$pkgname-dev"
```

```
source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-$pkgver.tar.bz2"
```

```
"
```

```
builddir="$srcdir"/libart-lgpl-$pkgver
```

```
prepare() {
 update_config_sub
 default_prepare
}
```

```
build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
}
```

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail
```

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# Contributor: Patrycja Rosa <alpine@ptrcnull.me>

# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compatible-headers

```

pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
buildldir="$srcdir"
options="!check" # just headers

package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
 cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/\* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ \*/

/\*

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\*

\* @(#)queue.h 8.5 (Berkeley) 8/20/94

\*/

#ifndef \_SYS\_QUEUE\_H\_

#define \_SYS\_QUEUE\_H\_

/\*

\* This file defines five types of data structures: singly-linked lists,

\* lists, simple queues, tail queues, and circular queues.

```

*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
 pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list. Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction. Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
 other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
 can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h

```

```

* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
if defined(_KERNEL)
define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

```



```

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \
 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
 if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
 } \
 else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
 } \
} while (/*CONSTCOND*/0)

/*

```

```

* List definitions.
*/
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
 { NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1))) \
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#ifdef QUEUEDEBUG

```

```

#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
 field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \

```

```

if (((elm)->field.le_next
= (head)->lh_first) != LIST_END(head))\
(head)->lh_first->field.le_prev = &(elm)->field.le_next;\
(head)->lh_first = (elm); \
(elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL

```

```

#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if

```

```

(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
 if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \
 (head)->sqh_last = &(curelm)->field.sqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
 (SIMPLEQ_EMPTY((head)) ? \
 NULL : \
 ((struct type \
 *) (void *) \
 ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
 struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
 }
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
 { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
 struct { \

```

```

qual type *tqe_next; /* next element */ \
qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
 (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
 (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
 for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
 for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
 elm, field) \
 if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \

```

```

 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
 if (*(head)->tqh_last != NULL) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
 if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
 if (*(elm)->field.tqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
 if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
 (elm)->field.tqe_next = (void *)1L; \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
 (head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (head)->tqh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,

```



```

elm, field) do { \
QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
(elm)->field.tqe_next = TAILQ_END(head); \
(elm)->field.tqe_prev = (head)->tqh_last; \
*(head)->tqh_last = (elm); \
(head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \
(head)->tqh_last = &(elm)->field.tqe_next; \
(listelm)->field.tqe_next = (elm); \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
(elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
(elm)->field.tqe_next = (listelm); \
*(listelm)->field.tqe_prev = (elm); \
(listelm)->field.tqe_prev \
= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
QUEUEDEBUG_TAILQ_OP((elm), field) \
if (((elm)->field.tqe_next) != TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
(elm)->field.tqe_prev; \
else \
(head)->tqh_last = (elm)->field.tqe_prev; \
*(elm)->field.tqe_prev = (elm)->field.tqe_next; \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm2)->field.tqe_next->field.tqe_prev = \
&(elm2)->field.tqe_next; \
else \
(head)->tqh_last = &(elm2)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
 == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
 if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \
 (head)->stqh_last = &(curelm)->field.stqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->stqh_first); \
 (var); \
 (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = STAILQ_FIRST((head)); \
 (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
 (var) = (tvar))

```

```

#define STAILQ_CONCAT(head1, head2) do { \
 if (!STAILQ_EMPTY((head2))) { \
 *(head1)->stqh_last \
 = (head2)->stqh_first; \
 (head1)->stqh_last = (head2)->stqh_last; \
 STAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
 NULL : \
 ((struct type *) (void *) \
 ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}

#ifdef QUEUEDEBBUG
#define QUEUEDEBBUG_CIRCLEQ_HEAD(head, field) \

```

```

if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
 (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \

```

```

struct {
 \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
* Circular queue functions.
*/

#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
 QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
 QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
 for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
 for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */

```

```

#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 : \
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
define __BEGIN_DECLS extern "C" {
define __END_DECLS }
#else
define __BEGIN_DECLS
define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
define __THROW __attribute__((__nothrow__))
define __NTH(fct) __attribute__((__nothrow__)) fct
#else
define __THROW
define __NTH(fct) fct
#endif

```



```

#endif /* _SYS_CDEFS_H_ */
Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
 flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
```

```
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
```

```
/* Modified by Void Linux. */
```

```
/*
```

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```

```
*/
```

```
#ifndef _SYS_TREE_H_
```

```
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
```

```
#define __GNUC_PREREQ__(x, y) \
```

```
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
```

```
(__GNUC__ > (x)))
```

```

#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
 * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 * same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as $O(\lg n)$.
 * The maximum height of a red-black tree is $2\lg(n+1)$.
 */

#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \

```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) \
 return (head->sph_root); \
 return (NULL); \
} \
 \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
 \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
} \
 \
/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \

```

```

if (SPLAY_EMPTY(head)) { \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if(__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } else \
 return ((head)->sph_root); \
 } \
 (head)->sph_root = (elm); \
 return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm); \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 } \
 return (elm); \
 } \
 return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
 struct type __node, *__left, *__right, *__tmp; \

```

```

int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) > 0){ \
 SPLAY_ROTATE_LEFT(head, __tmp, field);\
 if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
 } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if (__comp < 0){ \

```

```

 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
 for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
 struct name { \
 struct type *rbh_root; /* root of the tree */ \
 }

#define RB_INITIALIZER(root) \
 { \
 NULL \
 }

```



```

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } \
} while (/*CONSTCOND*/ 0)

```

```

} else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_RIGHT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \
 \

```

```

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \
 gparent = RB_PARENT(parent, field); \
 if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
 } else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm) \
 { \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \

```

```

 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) { \
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) { \
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK; \
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field); \
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
 RB_ROTATE_LEFT(head, parent, tmp, field); \
 elm = RB_ROOT(head); \
 break; \
 } \
 } else { \
 tmp = RB_LEFT(parent, field); \

```

```

if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
} else { \
 if (RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
 struct type *oright; \
 if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
 else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \

```

```

else {
 struct type *left;
 elm = RB_RIGHT(elm, field);
 while ((left = RB_LEFT(elm, field)) != NULL)
 elm = left;
 child = RB_RIGHT(elm, field);
 parent = RB_PARENT(elm, field);
 color = RB_COLOR(elm, field);
 if (child)
 RB_PARENT(child, field) = parent;
 if (parent) {
 if (RB_LEFT(parent, field) == elm)
 RB_LEFT(parent, field) = child;
 else
 RB_RIGHT(parent, field) = child;
 RB_AUGMENT(parent);
 } else
 RB_ROOT(head)
= child;
 if (RB_PARENT(elm, field) == old)
 parent = elm;
 (elm)->field = (old)->field;
 if (RB_PARENT(old, field)) {
 if (RB_LEFT(RB_PARENT(old, field), field) == old)
 RB_LEFT(RB_PARENT(old, field), field) = elm;
 else
 RB_RIGHT(RB_PARENT(old, field), field) = elm;
 RB_AUGMENT(RB_PARENT(old, field));
 } else
 RB_ROOT(head) = elm;
 RB_PARENT(RB_LEFT(old, field), field) = elm;
 if (RB_RIGHT(old, field))
 RB_PARENT(RB_RIGHT(old, field), field) = elm;
 if (parent) {
 left = parent;
 do {
 RB_AUGMENT(left);
 } while ((left = RB_PARENT(left, field)) != NULL);
 }
 goto color;
}
parent = RB_PARENT(elm, field);
color = RB_COLOR(elm, field);
if (child)
 RB_PARENT(child, field) = parent;
if (parent) {
 if (RB_LEFT(parent, field) == elm)
 RB_LEFT(parent, field) = child;

```

```

else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
 \
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
elm); \
 return (NULL); \
} \
 \
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \

```

```

struct type *tmp = RB_ROOT(head); \
int comp; \
while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
} \
return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 } \
}

```



```

else {
 while (RB_PARENT(elm, field) &&
 (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
 elm = RB_PARENT(elm, field);
 elm = RB_PARENT(elm, field);
}
return (elm);
}

/* ARGSUSED */
attr struct type *
name##_RB_PREV(struct type *elm)
{
 if (RB_LEFT(elm, field)) {
 elm = RB_LEFT(elm, field);
 while (RB_RIGHT(elm, field))
 elm = RB_RIGHT(elm, field);
 }
 else {
 if (RB_PARENT(elm, field) &&
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field);
 else {
 while (RB_PARENT(elm, field) &&
 (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
 elm = RB_PARENT(elm, field);
 elm = RB_PARENT(elm, field);
 }
 }
 return (elm);
}

attr struct type *
name##_RB_MINMAX(struct name *head, int val)
{
 struct type *tmp = RB_ROOT(head);
 struct type *parent = NULL;
 while (tmp) {
 parent = tmp;
 if (val < 0)
 tmp = RB_LEFT(tmp, field);
 else
 tmp = RB_RIGHT(tmp, field);
 }
 return (parent);
}

```

```

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */
Contributor: Wen Heping <wenhepingalpine@sohu.com>
Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license

```

```

pkgver=0.104007
pkgrel=0
_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
 INSTALLDIRS=vendor \
 NO_PACKLIST=1 \
 NO_PERLLOCAL=1
 make
}

check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
 make test
}

package() {
 make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
 Software-License-0.104007.tar.gz
"
(The MIT License)

```

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```
Contributor: Dhruvin Gandhi <contact@dhruvin>
Maintainer: Patrycja Rosa <alpine@ptrcnul.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gp517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
buildid="$srcdir/_pkgname-$pkgver"

build() {
 gp517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
 .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3"
```

ab36c676e56ec302178d7166588066

license\_expression-30.4.4.tar.gz

"

# 1.134 xalan 2.7.2

## 1.134.1 Available under license :

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- \* /ini4j-0-5-4-sources-jar/org/ini4j/package.html
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\*/

Found in path(s):

- \* /ini4j-0-5-4-sources-jar/org/ini4j/Config.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/CommonMultiMap.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Registry.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/BasicRegistryKey.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsParser.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Reg.java
- \*
- \*/ini4j-0-5-4-sources-jar/org/ini4j/spi/IniSource.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractProfileBuilder.java

- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractParser.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Persistable.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniHandler.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/BasicProfile.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/CommentedMap.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniFormatter.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/BeanTool.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/BasicOptionMap.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/BasicRegistry.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/MultiMap.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/UnicodeInputStreamReader.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractFormatter.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsBuilder.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsFormatter.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Profile.java
- \*
- /ini4j-0-5-4-sources-jar/org/ini4j/IniPreferencesFactory.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/ServiceFinder.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/InvalidFileFormatException.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/BeanAccess.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniParser.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/OptionsHandler.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/IniPreferences.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/BasicMultiMap.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Wini.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/BasicProfileSection.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/AbstractBeanInvocationHandler.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/HandlerBase.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/TypeValuesPair.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/Warnings.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/RegEscapeTool.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/OptionMap.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/RegBuilder.java
- \*
- /ini4j-0-5-4-sources-jar/org/ini4j/spi/EscapeTool.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/WinEscapeTool.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/ConfigParser.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/spi/IniBuilder.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Configurable.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Ini.java
- \* /ini4j-0-5-4-sources-jar/org/ini4j/Options.java

## 1.139 jaraco.collections 5.1.0

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## 1.140 snappy-java 1.1.10.5

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Manifest-Version: 1.0

Bnd-LastModified: 1695799258578

Bundle-ActivationPolicy: lazy

Bundle-Activator: org.xerial.snappy.SnappyBundleActivator

Bundle-Description: snappy-java: A fast compression/decompression library

Bundle-DocURL: <http://www.xerial.org/>

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: snappy-java: A fast compression/decompression library

Bundle-NativeCode: org/xerial/snappy/native/Windows/x86\_64/snappyjava.dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x86\_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/native/Windows/x86\_64/snappyjava.dll;osname=win32;processor=amd64,org/xerial/snappy/native/Windows/x86/snappyjava.dll;osname=win32;processor=x86,org/xerial/snappy/native/Mac/x86/libsnappyjava.jnilib;osname=macosx;processor=x86,org/xerial/snappy/native/Mac/x86\_64/libsnappyjava.dylib;osname=macosx;processor=x86-64,org/xerial/snappy/native/Mac/aarch64/libsnappyjava.dylib;osname=macosx;processor=aarch64,org/xerial/snappy/native/Linux/x86\_64/libsnappyjava.so;osname=linux;processor=x86-64,org/xerial/snappy/native/Linux/x86\_64/libsnappyjava.so;osname=linux;processor=x64,org/xerial/snappy/native/Linux/x86\_64/libsnappyjava.so;

osname=linux;processor=amd64,org.xerial.snappy/native/Linux/x86/libsnappyjava.so;osname=linux;processor=x86,org.xerial.snappy/native/Linux/aarch64/libsnappyjava.so;osname=linux;processor=aarch64,org.xerial.snappy/native/Linux/riscv64/libsnappyjava.so;osname=linux;processor=riscv64,org.xerial.snappy/native/Linux/arm/libsnappyjava.so;osname=linux;processor=arm,org.xerial.snappy/native/Linux/armv7/libsnappyjava.so;osname=linux;processor=arm\_le,org.xerial.snappy/native/Linux/ppc64/libsnappyjava.so;osname=linux;processor=ppc64le,org.xerial.snappy/native/Linux/s390x/libsnappyjava.so;osname=linux;processor=s390x,org.xerial.snappy/native/AIX/ppc/libsnappyjava.a;osname=aix;processor=ppc,org.xerial.snappy/native/AIX/ppc64/libsnappyjava.a;osname=aix;processor=ppc64,org.xerial.snappy/native/SunOS/x86/libsnappyjava.so;osname=sunos;processor=x86,org.xerial.snappy/native/SunOS/x86\_64/libsnappyjava.so;osname=sunos;processor=x86-64,org.xerial.snappy/native/SunOS/sparc/libsnappyjava.so;osname=sunos;processor=sparc  
 Bundle-SymbolicName: org.xerial.snappy.snappy-java  
 Bundle-Vendor: xerial.org  
 Bundle-Version: 1.1.10.5  
 Created-By: 11.0.20 (Azul Systems, Inc.)  
 Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.snappy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"  
 Implementation-Title: snappy-java  
 Implementation-URL: <https://github.com/xerial/snappy-java>  
 Implementation-Vendor: xerial.org  
 Implementation-Vendor-Id: org.xerial.snappy  
 Implementation-Version: 1.1.10.5  
 Import-Package: org.osgi.framework;version="[1.5,2)"  
 Private-Package: org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.native.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86\_64,org.xerial.snappy.native.Linux.aarch64,org.xerial.snappy.native.Linux.android-aarch64,org.xerial.snappy.native.Linux.android-arm,org.xerial.snappy.native.Linux.arm,org.xerial.snappy.native.Linux.armv6,org.xerial.snappy.native.Linux.armv7,org.xerial.snappy.native.Linux.ppc,org.xerial.snappy.native.Linux.ppc64,org.xerial.snappy.native.Linux.ppc64le,org.xerial.snappy.native.Linux.riscv64,org.xerial.snappy.native.Linux.s390x,org.xerial.snappy.native.Linux.x86,org.xerial.snappy.native.Linux.x86\_64,org.xerial.snappy.native.Mac.aarch64,org.xerial.snappy.native.Mac.x86\_64,org.xerial.snappy.native.Mac.x86\_64,org.xerial.snappy.native,org.xerial.snappy.native.SunOS.sparc,org.xerial.snappy.native.SunOS.x86,org.xerial.snappy.native.SunOS.x86\_64,org.xerial.snappy.native.Windows.aarch64,org.xerial.snappy.native.Windows.x86,org.xerial.snappy.native.Windows.x86\_64  
 Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.7))"  
 Specification-Title: snappy-java  
 Specification-Vendor: xerial.org

Specification-Version: 1.1.10.5

Tool: Bnd-5.1.2.202007211702

Found in path(s):

\* /snappy-java-1-1-10-5-1-jar/META-INF/MANIFEST.MF

# 1.141 fast-infoset 2.1.1

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## ## Source Code

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- \* <https://github.com/eclipse-ee4j/jaxb-ri>
- \* <https://github.com/eclipse-ee4j/jaxb-istack-commons>
- \* <https://github.com/eclipse-ee4j/jaxb-dtd-parser>
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\* Project: <https://maven.apache.org/resolver/maven-resolver-transport-file/>

\* Source:

<https://github.com/apache/maven-resolver/tree/master/maven-resolver-transport-file>

maven-resolver-util (1.1.1)

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maven-settings (3.5.2)

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plexus-archiver (3.5)

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\* Project: <https://codehaus-plexus.github.io/plexus-archiver/>

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plexus-io (3.0.0)

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- \* Project: <https://maven.apache.org/wagon/>
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- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/ScannerException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/LoadSettingsBuilder.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/schema/CoreSchema.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/nodes/Tag.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/SequenceStartEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/emitter/ScalarAnalysis.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/FlowEntryToken.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/comments/CommentEventsCollector.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/MappingEndEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/serializer/AnchorGenerator.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/ConstructScalar.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/BlockEntryToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/StreamStartToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/core/ConstructYamlCoreInt.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/nodes/NodeType.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/core/ConstructYamlCoreBool.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/DocumentStartEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/resolver/CoreScalarResolver.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/ComposerException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/resolver/FailsafeScalarResolver.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/parser/Production.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/DocumentEndEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/EmitterException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/json/ConstructYamlJsonBool.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/BlockEndToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/BaseConstructor.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/serializer/NumberAnchorGenerator.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/CommentEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/StreamDataWriter.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/ReaderException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/representer/StandardRepresenter.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/resolver/JsonScalarResolver.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/NodeEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/comments/CommentLine.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/ScalarEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/json/ConstructOptionalClass.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/DocumentEndToken.java

- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/FlowMappingStartToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/TagToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/ValueToken.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/composer/Composer.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/common/CharConstants.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/common/ScalarStyle.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/SequenceEndEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/YamlEngineException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/nodes/ScalarNode.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/DumpSettingsBuilder.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/schema/FailsafeSchema.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/Mark.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/DumpSettings.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/DuplicateKeyException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/AliasEvent.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/YamlOutputStreamWriter.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/CollectionEndEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/Load.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/lowlevel/Compose.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/SettingKey.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/StandardConstructor.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/YamlUnicodeReader.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/parser/Parser.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/lowlevel/Present.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/StreamEndEvent.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/json/ConstructYamlJsonInt.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/ParserException.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/resolver/ResolverTuple.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/scanner/Scanner.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/common/ArrayStack.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/common/SpecVersion.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/parser/ParserImpl.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/nodes/Node.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/Dump.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/AnchorToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/core/ConstructYamlCoreFloat.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/nodes/AnchorNode.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/representer/BaseRepresenter.java
- \*
- /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/DirectiveToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/lowlevel/Serialize.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/AliasToken.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/serializer/Serializer.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/LoadSettings.java
- \* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/constructor/ConstructYamlNull.java



```

* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/resolver/ScalarResolver.java
* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/api/RepresentToNode.java
* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/nodes/SequenceNode.java
* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/Event.java
* /snakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/exceptions/ConstructorException.java
*

```

```

/sakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/tokens/TagTuple.java
/sakeyaml-engine-2-7-sources-jar/org/snakeyaml/engine/v2/events/CollectionStartEvent.java

```

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```

/*
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 */

```

Found in path(s):

```

* /snakeyaml-engine-2-7-sources-
jar/org/snakeyaml/engine/external/com/google/gdata/util/common/base/UnicodeEscaper.java
* /snakeyaml-engine-2-7-sources-
jar/org/snakeyaml/engine/external/com/google/gdata/util/common/base/PercentEscaper.java
* /snakeyaml-engine-2-7-sources-
jar/org/snakeyaml/engine/external/com/google/gdata/util/common/base/Escaper.java

```

## 1.146 jetty-session 12.0.22

### 1.146.1 Available under license :

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```

Manifest-Version: 1.0
Created-By: Apache Maven Bundle Plugin 5.1.9
Build-Jdk-Spec: 22
Implementation-Vendor: Eclipse Jetty Project
Implementation-Version: 12.0.22
SPDX-License-Identifier: EPL-2.0 OR Apache-2.0
url: https://jetty.org/
Bundle-Classpath: .
Bundle-Copyright: Copyright (c) 1995 Mort Bay Consulting Pty Ltd and oth

```

ers.

Bundle-Description: Jetty module for Core :: IO

Bundle-DocURL: <https://jetty.org/>

Bundle-License: <https://www.eclipse.org/legal/epl-2.0/>, <https://www.apache.org/licenses/LICENSE-2.0>

Bundle-ManifestVersion: 2

Bundle-Name: Core :: IO

Bundle-SymbolicName: org.eclipse.jetty.io

Bundle-Vendor: Eclipse Jetty Project

Bundle-Version: 12.0.22

Export-Package: org.eclipse.jetty.io;uses:="javax.net.ssl,org.eclipse.jetty.util,org.eclipse.jetty.util.annotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.resource,org.eclipse.jetty.util.ssl,org.eclipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.content;uses:="org.eclipse.jetty.io,org.eclipse.jetty.util,org.eclipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.jmx;uses:="org.eclipse.jetty.jmx,org.eclipse.jetty.util.annotation";version="12.0.22",org.eclipse.jetty.io.ssl;uses:="javax.net.ssl,org.eclipse.jetty.io,org.eclipse.jetty.util.ssl";version="12.0.22"

Import-Package: org.slf4j;version="[1.7,3.0)",java.io,java.lang,java.lang.invoke,java.lang.reflect,java.lang.runtime,java.net,java.nio,java.nio.channels,java.nio.charset,java.nio.file,java.security.cert,java.time,java.time.format,java.time.temporal,java.util,java.util.concurrent,java.util.concurrent.atomic,java.util.concurrent.locks,java.util.function,java.util.stream,javax.net.ssl,org.eclipse.jetty.jmx;version="[12.0.22,13)";resolution:=optional,org.eclipse.jetty.util;version="[12.0.22,13)",org.eclipse.jetty.util.annotation;version="[12.0.22,13)",org.eclipse.jetty.util.component;version="[12.0.22,13)",org.eclipse.jetty.util.resource;version="[12.0.22,13)",org.eclipse.jetty.util.ssl;version="[12.0.22,13)",org.eclipse.jetty.util.statistic;version="[12.0.22,13)",org.eclipse.jetty.util.thread;version="[12.0.22,13)",org.eclipse.jetty.util.thread.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",org.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"  
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"  
Tool: Bnd-6.3.1.202206071316

Found in path(s):

\* /jetty-zip/file.txt

## 1.147 jboss-transaction-api 1.1.1.Final

### 1.147.1 Available under license :

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\* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/lang/package-info.java

\* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/docs/package-info.java

\* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/util/package-info.java

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jar/io/micrometer/common/util/internal/logging/AbstractInternalLogger.java
* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/util/internal/logging/InternalLogLevel.java
* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/util/internal/logging/JdkLoggerFactory.java
* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/util/internal/logging/Slf4JLoggerFactory.java
* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/util/internal/logging/Slf4JLogger.java
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jar/io/micrometer/common/util/internal/logging/InternalLoggerFactory.java
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* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/annotation/AnnotationHandler.java
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- \* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/lang/NonNull.java
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- \* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/KeyValue.java

- \* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/KeyValues.java

- \* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/ImmutableKeyValue.java

- \* /micrometer-commons-1-13-15-sources-jar/io/micrometer/common/util/StringUtils.java

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## 1.153 wheel 0.45.1

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* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/Service.java
* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/CompactedException.java
* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/ClosedWatcherException.java
* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/EtcdExceptionFactory.java
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* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/EtcdException.java
* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/ClosedClientException.java
* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/ClosedSnapshotException.java
* /jetcd-common-0-8-5-sources-jar/io/etcd/jetcd/common/exception/ClosedKeepAliveListenerException.java
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* /isorelax-20090621-sources-5-jar/org/iso_relax/dispatcher/SchemaProvider.java
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/*
* @(#) $Id: IslandSchemaReader.java,v 1.4 2001/11/01 00:11:45 kkawa Exp $
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/*
* @(#) $Id: IslandVerifier.java,v 1.6 2003/05/30 23:46:32 kkawa Exp $
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# 1.158 spring-boot-actuator 3.3.13

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/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SessionMappingStorage.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/UrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/validation/json/Cas30JsonProxyReceivingTicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/ProxyGrantingTicketStorageImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/URIBuilder.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/authentication/EntireRegionRegexUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AssertionHolder.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/ProxyGrantingTicketStorage.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/HashMapBackedSessionMappingStorage.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/Protocol.java
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/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/CommonUtils.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AttributePrincipal.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas10TicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/SimpleGroup.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas10TicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/HttpServletRequestWrapperFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/ServiceAndTicketCallbackHandler.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SingleSignOutHttpSessionListener.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/TicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/DefaultGatewayResolverImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/XmlUtils.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/InvalidProxyChainTicketValidationException.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/RegexHostnameVerifier.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/AnyHostnameVerifier.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AssertionThreadLocalFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas30ProxyTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/HttpURLConnectionFactory.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/LegacyConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/authentication/ContainsPatternUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/TicketCredential.java
*
/cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/proxy/AbstractEncryptedProxyGrantingTicketStorageImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/IndiConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/configuration/SystemPropertiesConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/authentication/FacesCompatibleAuthenticationRedirectStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/TicketValidationJsonResponse.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SingleSignOutHandler.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/PropertiesConfigurationStrategyImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/AbstractTicketValidationFilter.java

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* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AuthenticationRedirectStrategy.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/Cas20ProxyRetriever.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/WhitelistHostnameVerifier.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/ssl/HttpsURLConnectionFactory.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas20ProxyTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationStrategyName.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/ErrorRedirectFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/TicketValidationException.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/SimplePrincipal.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/JsonValidationResponseParser.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/WebXmlConfigurationStrategyImpl.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/ExactUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/CleanUpTimerTask.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/CasLoginModule.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/Cas30JsonServiceTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/BaseConfigurationStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas30ServiceTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AttributePrincipalImpl.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AbstractCasFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/DefaultAuthenticationRedirectStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationKeys.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/ThreadLocalXPathExpression.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/configuration/ConfigurationKey.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/RegexUrlPatternMatcherStrategy.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/DelegatingFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas30ProxyReceivingTicketValidationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/ReflectUtils.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/AbstractConfigurationFilter.java
* /cas-client-core-3-6-4-sources-
jar/org/jasig/cas/client/validation/AbstractCasProtocolUrlBasedTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/AssertionPrincipal.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Assertion.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/AssertionImpl.java
*
/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/proxy/ProxyRetriever.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/ProxyList.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/json/Cas30JsonProxyTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/util/MapNamespaceContext.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas20ServiceTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/AuthenticationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/ProxyListEditor.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/AbstractUrlBasedTicketValidator.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/jaas/Servlet3AuthenticationFilter.java
* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/authentication/GatewayResolver.java
*

```

/cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/validation/Cas20ProxyReceivingTicketValidationFilter.java  
\* /cas-client-core-3-6-4-sources-jar/org/jasig/cas/client/session/SingleSignOutFilter.java

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```

Found in path(s):

\* /hazelcast-tpc-engine-5-4-0-jar/META-INF/maven/com.hazelcast/hazelcast-tpc-engine/pom.xml

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Java Concurrency Tools Core Library:4.0.3

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```
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```

```
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Found in path(s):

\* /hazelcast-tpc-engine-5-4-0-jar/META-INF/THIRD-PARTY.txt

\* /hazelcast-tpc-engine-5-4-0-jar/THIRD-PARTY.txt

# 1.161 netty-buffer 4.1.125.Final

## 1.161.1 Available under license :

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

/opt/cola/permits/2657659807\_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/META-INF/native-image/io.netty/netty-buffer/native-image.properties# Copyright 2019 The Netty Project  
/opt/cola/permits/2657659807\_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/AbstractByteBuf.java/\*  
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/opt/cola/permits/2657659807\_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/MultiSearchProcessorFactory.java/\*  
/opt/cola/permits/2657659807\_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/SearchProcessor.java/\*  
/opt/cola/permits/2657659807\_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/SearchProcessorFactory.java/\*  
/opt/cola/permits/2657659807\_1759245765.720186/0/netty-buffer-4-1-125-final-sources-jar/io/netty/buffer/search/package-info.java/\*

Found

in path(s):

\*

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

\* /netty-buffer-4-1-125-final-sources-jar/META-INF/maven/io.netty/netty-buffer/pom.xml

## 1.162 my-test-package 1.0

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## 1.163 cglib 3.3.0

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## 4.1.125.Final

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Manifest-Version: 1.0  
 Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>  
 Bundle-SymbolicName: io.netty.transport-native-kqueue.osx-x86\_64  
 Built-By: runner  
 Bnd-LastModified: 1756889626351  
 Specification-Title: Netty/Transport/Native/KQueue  
 Implementation-Vendor-Id: io.netty  
 Bundle-DocURL: <https://netty.io/>  
 Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)";resolution:=optional  
 Fragment-Host: io.netty.transport-classes-kqueue  
 Bundle-Name: Netty/Transport/Native/KQueue  
 Bundle-NativeCode: META-INF/native/libnetty\_transport\_native\_kqueue\_x86\_64.jnilib; osname=MacOSX; processor=x86\_64  
 Build-Jdk-Spec: 1.8  
 Implementation-Title: Netty/Transport/Native/KQueue  
 Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.  
 Automatic-Module-Name: io.netty.transport.kqueue.osx.x86\_64  
 Implementation-Version: 4.1.125.Final  
 Specification-Vendor: The Netty Project  
 Bundle-ManifestVersion: 2

Bundle-Vendor: The Netty Project  
Tool: Bnd-6.3.1.202206071316  
Implementation-Vendor: The Netty Project  
Originally-Created-By: Apache Maven Bundle Plugin 5.1.8  
Bundle-Version: 4.1.125.Final  
Created-By: Apache Maven Bundle Plugin 5.1.8  
Build-Jdk: 1.8.0\_462  
Specification-Version: 4.1  
Implementation-URL: <https://netty.io/netty-transport-native-kqueue/>

Found in path(s):

\* /netty-transport-native-kqueue-4-1-125-final-osx-x86-64-jar/META-INF/MANIFEST.MF

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/opt/cola/permits/2640411409\_1759668090.4730139/0/netty-transport-native-kqueue-4-1-125-final-osx-x86-64-jar/META-INF/maven/io.netty/netty-transport-native-kqueue/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

\*

## 1.166 jackson-module-parameter-names

### 2.19.2

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

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## 1.167 xmlschema 2.3.1

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## 1.168 skalibs 2.14.4.0-r0

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Ty Coon, President of Vice

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# Automatically generated by apkbuild-cpan, template 4

# Contributor: Valery Kartel <valery.kartel@gmail.com>

# Maintainer: Celeste <cielesti@protonmail.com>

maintainer="Celeste <cielesti@protonmail.com>"

pkgname=perl-bsd-resource

pkgver=1.2911

pkgrel=10

#\_pkgreal is used by apkbuild-cpan to find modules at MetaCpan

\_pkgreal=BSD-Resource

pkgdesc="Perl extension implements the BSD process resource limit functions"

url="https://metacpan.org/release/BSD-Resource/"

arch="all"

license="Artistic-2.0 OR LGPL-2.0"

depends="perl"

makedepends="perl-dev"

subpackages="\$pkgname-doc"

source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-\$pkgver.tar.gz"

builddir="\$srcdir/\${\_pkgreal}-\${pkgver}"

```
build() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
```

PERL\_MM\_USE\_DEFAULT=1 perl -I. Makefile.PL \

INSTALLDIRS=vendor \

NO\_PACKLIST=1 \

NO\_PERLLOCAL=1

make

}

```
check() {
 export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
```

make test

}

```
package() {
 make DESTDIR="$pkgdir" install
}
```

sha512sums="

d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b



8065ba65f4fea16dc9262728b3b6b85

BSD-Resource-1.2911.tar.gz

"

# Contributor: Maxim Karasev <begs@disroot.org>

# Maintainer: mio <miyopan@e.email>

pkgname=bsd-games

pkgver=3.3

pkgrel=2

pkgdesc="traditional text mode games from BSD"

url="https://bsd-games.sourceforge.io/"

arch="all"

license="BSD-3-Clause"

install="\$pkgname.post-install"

makedepends="ncurses-dev coreutils" # configure causes busybox expr error

subpackages="\$pkgname-doc"

source="https://sourceforge.net/projects/bsd-games/files/bsd-games-\$pkgver.tar.gz

0001-bsd-games-scores-dir.patch

"

options="!check" # no tests

build() {

# some GNU autoconf options are ignored, but it works

./configure \

--build=\$CBUILD \

--host=\$CHOST \

--prefix=/usr \

--sysconfdir=/etc \

--mandir=/usr/share/man \

--scoredir=/usr/share/\$pkgname

make

}

package() {

make DESTDIR="\$pkgdir" install

install -Dm644 LICENSE "\$pkgdir"/usr/share/licenses/bsd-games/LICENSE

}

sha512sums="

aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6

8d3390143e0e62d5e3d210ccfb61294

bsd-games-3.3.tar.gz

e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0

577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch

"

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```
Maintainer: Natanael Copa <ncopa@alpinelinux.org>
```

```
pkgname=libart-lgpl
```

```
pkgver=2.3.21
```

```
pkgrel=8
```

```
pkgdesc="A library for high-performance 2D graphics"
```

```
url="https://www.levien.com/libart/"
```

```
arch="all"
```

```
options="!check" # No test suite.
```

```
license="LGPL-2.0-or-later"
```

```
subpackages="$pkgname-dev"
```

```
source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-$pkgver.tar.bz2"
```

```
"
```

```
builddir="$srcdir"/libart-lgpl-$pkgver
```

```
prepare() {
 update_config_sub
 default_prepare
}
```

```
build() {
 ./configure \
 --build=$CBUILD \
 --host=$CHOST \
 --prefix=/usr
 make
}
```

```
package() {
 make DESTDIR="$pkgdir" install
```

}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7  
6654309e001aee9bace727b5b4c8589405256a3c020 libart\_lgpl-2.3.21.tar.bz2"  
mini\_sendmail - accept email on behalf of real sendmail

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SUCH DAMAGE.

# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>

# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.26.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"

source="license-list-data-\$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v\$pkgver.tar.gz"

builddir="\$srcdir/license-list-data-\$pkgver"

subpackages="\$pkgname-list"

\_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in \$\_types; do

subpackages="\$subpackages \$pkgname-\$type:\_subpkg"

done

```
package() {
 mkdir -p "$pkgdir"
}
```

```
_subpkg() {
 local type=${subpkgname/$pkgname-/}
 pkgdesc="$pkgdesc ($type)"
 install_if="$pkgname=$pkgver-r$pkgrel"
 mkdir -p "$subpkgdir"/usr/share/spdx
 cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}
```

```
list() {
 pkgdesc="$pkgdesc (licence list)"
 mkdir -p "$subpkgdir"/usr/share/spdx
 local i; for i in "$builddir"/text/*.txt;
 do
 local license=${i##*/}
 echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
 done
}
```

```
sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"
```

```
Contributor: Patrycja Rosa <alpine@ptrcnull.me>
Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
```

```
builddir="$srcdir"
options="!check" # just headers
```

```
package() {
 mkdir -p "$pkgdir"
 install -Dm644 -t "$pkgdir"/usr/include/sys \
```

```

cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

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The text rotation code in w\_rottext.c was written by Alan Richardson.

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95  
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

# Contributor: Dhruvin Gandhi <contact@dhruvin>

# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

\_pkgname=license\_expression

pkgver=30.4.1

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

```

license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

check() {
 python3 -m venv --clear --without-pip --system-site-packages .testenv
 .testenv/bin/python3 -m installer .dist/*.whl
 .testenv/bin/python3 -m pytest
}

package() {
 python3 -m installer -d "$pkgdir" \
 .dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
 license_expression-30.4.1.tar.gz
"

/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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```

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\*

\* @(#)queue.h 8.5 (Berkeley) 8/20/94

\*/

#ifndef \_SYS\_QUEUE\_H\_

#define \_SYS\_QUEUE\_H\_

/\*

\* This file defines five types of data structures: singly-linked lists,  
 \* lists, simple queues, tail queues, and circular queues.

\*

\* A singly-linked list is headed by a single forward pointer. The

\* elements are singly linked for minimum space and  
 \* pointer manipulation

\* overhead at the expense of O(n) removal for arbitrary elements. New

\* elements can be added to the list after an existing element or at the

\* head of the list. Elements being removed from the head of the list

\* should use the explicit macro for this purpose for optimum

\* efficiency. A singly-linked list may only be traversed in the forward

\* direction. Singly-linked lists are ideal for applications with large

\* datasets and few or no removals or for implementing a LIFO queue.

\*

\* A list is headed by a single forward pointer (or an array of forward

\* pointers for a hash table header). The elements are doubly linked

\* so that an arbitrary element can be removed without a need to

\* traverse the list. New elements can be added to the list before

\* or after an existing element or at the head of the list. A list

\* may only be traversed in the forward direction.

\*

\* A simple queue is headed by a pair of pointers, one the head of the

\* list and the

other to the tail of the list. The elements are singly

\* linked to save space, so elements can only be removed from the

\* head of the list. New elements can be added to the list after

\* an existing element, at the head of the list, or at the end of the

\* list. A simple queue may only be traversed in the forward direction.

```

*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
* can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

```

```

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/

```

```

#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
if defined(_KERNEL)
define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
else
include <err.h>
define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
endif
#endif

```

```

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
 struct type *slh_first; /* first \
 element */ \
}

```



```

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
 struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
 (var) != SLIST_END(head); \
 (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
 (var) != SLIST_END(head) && \
 ((tvar) = SLIST_NEXT((var), field), 1); \
 (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
 (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
 (elm)->field.sle_next = (slistelm)->field.sle_next; \
 (slistelm)->field.sle_next \
 = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
 (elm)->field.sle_next = (head)->slh_first; \
 (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
 (slistelm)->field.sle_next = \

```

```

 SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
 (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
 if ((head)->slh_first == (elm)) { \
 SLIST_REMOVE_HEAD((head), field); \
 } \
 else { \
 struct type *curelm = (head)->slh_first; \
 while(curelm->field.sle_next != (elm)) \
 curelm = curelm->field.sle_next; \
 curelm->field.sle_next = \
 curelm->field.sle_next->field.sle_next; \
 } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
 struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
 struct type *le_next; /* next element */ \
 struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
 for ((var) = ((head)->lh_first); \

```

```

 (var) != LIST_END(head); \
 (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
 (var) != LIST_END(head) && \
 ((tvar) = LIST_NEXT((var), field), 1); \
 (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
 LIST_INIT((head2)); \
 if (!LIST_EMPTY((head1))) \
 { \
 (head2)->lh_first = (head1)->lh_first; \
 LIST_INIT((head1)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
 (head)->lh_first->field.le_prev != &(head)->lh_first) \
 QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
 (elm)->field.le_next->field.le_prev != \
 &(elm)->field.le_next) \
 QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
 QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm, field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
 (head)->lh_first = LIST_END(head); \

```

```

} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
 QUEUEDEBBUG_LIST_OP((listelm), field) \
 if (((elm)->field.le_next = (listelm)->field.le_next) != \
 LIST_END(head)) \
 (listelm)->field.le_next->field.le_prev = \
 &(elm)->field.le_next; \
 (listelm)->field.le_next = (elm); \
 (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBBUG_LIST_OP((listelm), field) \
 (elm)->field.le_prev = (listelm)->field.le_prev; \
 (elm)->field.le_next = (listelm); \
 *(listelm)->field.le_prev = (elm); \
 (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBBUG_LIST_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.le_next \
 = (head)->lh_first) != LIST_END(head)) \
 (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
 (head)->lh_first = (elm); \
 (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
 QUEUEDEBBUG_LIST_OP((elm), field) \
 if ((elm)->field.le_next != NULL) \
 (elm)->field.le_next->field.le_prev = \
 (elm)->field.le_prev; \
 *(elm)->field.le_prev = (elm)->field.le_next; \
 QUEUEDEBBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
 if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
 (elm2)->field.le_next->field.le_prev = \
 &(elm2)->field.le_next; \
 (elm2)->field.le_prev = (elm)->field.le_prev; \
 *(elm2)->field.le_prev = (elm2); \
 QUEUEDEBBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*

```

```

* Simple queue definitions.
*/
#define SIMPLEQ_HEAD(name, type) \
struct name { \
 struct \
 type *sqh_first; /* first element */ \
 struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
 struct type *sqe_next; /* next element */ \
}

/*
* Simple queue access methods.
*/
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head); \
 (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
 (var) != SIMPLEQ_END(head) && \
 ((next = ((var)->field.sqe_next)), 1); \
 (var) = (next))

/*
* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do { \
 (head)->sqh_first = NULL; \
 (head)->sqh_last \
 = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
}

```

```

(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.sqe_next = NULL; \
 *(head)->sqh_last = (elm); \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
 (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
 if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
 (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
 if \
 (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
 (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
 if ((head)->sqh_first == (elm)) { \
 SIMPLEQ_REMOVE_HEAD((head), field); \
 } else { \
 struct type *curelm = (head)->sqh_first; \
 while (curelm->field.sqe_next != (elm)) \
 curelm = curelm->field.sqe_next; \
 if ((curelm->field.sqe_next = \
 curelm->field.sqe_next->field.sqe_next) == NULL) \
 (head)->sqh_last = &(curelm)->field.sqe_next; \
 } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
 if (!SIMPLEQ_EMPTY((head2))) { \
 *(head1)->sqh_last = (head2)->sqh_first; \
 (head1)->sqh_last = (head2)->sqh_last; \
 SIMPLEQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

```

```

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
 qual type *tqh_first; /* first element */ \
 qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
 qual type *tqe_next; /* next element */ \
 qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
(*(((struct headname *) (void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
(*(((struct headname \
*)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
 (var) != TAILQ_END(head); \
 (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \

```

```

 (var) != TAILQ_END(head) && \
 ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head); \
 (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
 (var) != TAILQ_END(head) && \
 ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
 elm, field) \
 if ((head)->tqh_first && \
 (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
 if (*(head)->tqh_last != NULL) \
 QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
 if ((elm)->field.tqe_next && \
 (elm)->field.tqe_next->field.tqe_prev != \
 &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
 __FILE__, __LINE__); \
 if (*(elm)->field.tqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
 __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
 if ((elm)->field.tqe_next == NULL && \
 (head)->tqh_last != &(elm)->field.tqe_next) \
 QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
 (head), (elm), __FILE__, \
 __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
 (elm)->field.tqe_next = (void *)1L; \
 (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)

```



```

#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
 (head)->tqh_first = TAILQ_END(head); \
 (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
 if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
 (head)->tqh_first->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (head)->tqh_first = (elm); \
 (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
 elm, field) do { \
 QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
 (elm)->field.tqe_next = TAILQ_END(head); \
 (elm)->field.tqe_prev = (head)->tqh_last; \
 *(head)->tqh_last = (elm); \
 (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 &(elm)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm)->field.tqe_next; \
 (listelm)->field.tqe_next = (elm); \
 (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
 QUEUEDEBUG_TAILQ_OP((listelm), field) \
 (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
 (elm)->field.tqe_next = (listelm); \
 *(listelm)->field.tqe_prev = (elm); \
 (listelm)->field.tqe_prev

```

```

= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
 QUEUEDEBUG_TAILQ_OP((elm), field) \
 if (((elm)->field.tqe_next) != TAILQ_END(head)) \
 (elm)->field.tqe_next->field.tqe_prev = \
 (elm)->field.tqe_prev; \
 else \
 (head)->tqh_last = (elm)->field.tqe_prev; \
 *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
 if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
 TAILQ_END(head)) \
 (elm2)->field.tqe_next->field.tqe_prev = \
 &(elm2)->field.tqe_next; \
 else \
 (head)->tqh_last = &(elm2)->field.tqe_next; \
 (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
 *(elm2)->field.tqe_prev = (elm2); \
 QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
 field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
 if (!TAILQ_EMPTY(head2)) { \
 *(head1)->tqh_last = (head2)->tqh_first; \
 (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
 (head1)->tqh_last = (head2)->tqh_last; \
 TAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */

#define STAILQ_HEAD(name, type) \
struct name { \
 struct type *stqh_first; /* first element */ \
 struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

```

```

#define STAILQ_ENTRY(type) \
struct { \
 struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
 == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
 (head)->stqh_first = NULL; \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
 if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
 (elm)->field.stqe_next = NULL; \
 *(head)->stqh_last = (elm); \
 (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
 if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
 (head)->stqh_last = &(elm)->field.stqe_next; \
 (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
 if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
 == NULL) \
 (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \

```

```

if ((head)->stqh_first == (elm)) { \
 STAILQ_REMOVE_HEAD((head), field); \
} else { \
 struct type *curelm = (head)->stqh_first; \
 while (curelm->field.stqe_next != (elm)) \
 curelm = curelm->field.stqe_next; \
 if ((curelm->field.stqe_next = \
 curelm->field.stqe_next->field.stqe_next) == NULL) \
 (head)->stqh_last = &(curelm->field.stqe_next); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
 for ((var) = ((head)->stqh_first); \
 (var); \
 (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
 for ((var) = STAILQ_FIRST((head)); \
 (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
 (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
 if (!STAILQ_EMPTY((head2))) { \
 *(head1)->stqh_last \
 = (head2)->stqh_first; \
 (head1)->stqh_last = (head2)->stqh_last; \
 STAILQ_INIT((head2)); \
 } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
 (STAILQ_EMPTY((head)) ? \
 NULL : \
 ((struct type *) (void *) \
 ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.

```

\* We hit this in the CIRCLEQ macros when comparing 'struct name \*' and  
 \* 'struct type \*' (see CIRCLEQ\_HEAD()). Modern compilers (such as GCC  
 \* 4.8) declare these comparisons as always false, causing the code to  
 \* not run as designed.  
 \*  
 \* This hack is only to be used for comparisons and thus can be fully const.  
 \* Do not use for assignment.  
 \*  
 \* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix  
 \* this by changing the head/tail sentinel values, but see the note above  
 \* this one.  
 \*/

```
static __inline const void * __launder_type(const void *);
```

```
static __inline const void *
__launder_type(const void *__x)
{
 __asm __volatile("" : "+r" (__x));
 return __x;
}
```

```
#if defined(QUEUEDEBUG)
```

```
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
 (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
 __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
 (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
 QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
 __FILE__, __LINE__);
```

```
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
```

```
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_last != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} else { \
 if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
 if ((head)->cqh_first != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
 (elm), __FILE__, __LINE__); \
} else { \
 if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
 QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
```

```

 (elm), __FILE__, __LINE__); \
 }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
 (elm)->field.cqe_next = (void *)1L; \
 (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
 struct type *cqh_first; /* \
 first element */ \
 struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
 { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
 struct type *cqe_next; /* next element */ \
 struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
 (head)->cqh_first = CIRCLEQ_END(head); \
 (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm)->field.cqe_next; \
 (elm)->field.cqe_prev = (listelm); \
 if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (listelm)->field.cqe_next->field.cqe_prev = (elm); \
 (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,

```

```

listelm, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
 (elm)->field.cqe_next = (listelm); \
 (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
 if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (listelm)->field.cqe_prev->field.cqe_next = (elm); \
 (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next = (head)->cqh_first; \
 (elm)->field.cqe_prev = CIRCLEQ_END(head); \
 if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm); \
 else \
 (head)->cqh_first->field.cqe_prev = (elm); \
 (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 (elm)->field.cqe_next \
 = CIRCLEQ_END(head); \
 (elm)->field.cqe_prev = (head)->cqh_last; \
 if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm); \
 else \
 (head)->cqh_last->field.cqe_next = (elm); \
 (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
 QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
 QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
 if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 (head)->cqh_last = (elm)->field.cqe_prev; \
 else \
 (elm)->field.cqe_next->field.cqe_prev = \
 (elm)->field.cqe_prev; \
 if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 (head)->cqh_first = (elm)->field.cqe_next; \
 else \
 (elm)->field.cqe_prev->field.cqe_next = \
 (elm)->field.cqe_next; \
} while (/*CONSTCOND*/0)

```

```

QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) \
 = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
 (var) != CIRCLEQ_ENDC(head); \
 (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
 (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
 (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
 (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 : \
 (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite

```



```

url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
 gpep517 build-wheel \
 --wheel-dir .dist \
 --output-fd 3 3>&1 >&2
}

package() {
 gpep517 install-wheel --destdir "$pkgdir" \
 .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
 flake8-copyright-0.2.4.tar.gz
"

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
define __BEGIN_DECLS extern "C" {
define __END_DECLS }
#else
define __BEGIN_DECLS
define __END_DECLS

```

```

#endif

#if defined(__GNUC__) && !defined(__cplusplus)
define __THROW __attribute__ ((__nothrow__))
define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
define __THROW
define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
 default_prepare

 cargo fetch --target="$CTARGET" --locked
}

build() {
 cargo auditable build --release --frozen
}

check() {
 cargo test --frozen
}

package() {
 install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*

```

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 \* THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.  
 \*/

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
 ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
```

data structure. Every operation

- \* on the tree causes a splay to happen. The splay moves the requested
- \* node to the root of the tree and partly rebalances it.

\*

- \* This has the benefit that request locality causes faster lookups as
- \* the requested nodes move to the top of the tree. On the other hand,
- \* every lookup causes memory writes.

\*

- \* The Balance Theorem bounds the total access time for m operations
- \* and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
- \* amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;

\*

- \* A red-black tree is a binary search tree with the node color as an
- \* extra attribute. It fulfills a set of conditions:

- \* - every search path from the root to a leaf consists of the
- \* same number of black nodes,
- \* - each red node (except for the root) has a black parent,
- \* - each leaf node is black.

\*

- \* Every operation on a red-black tree is bounded as  $O(\lg n)$ .

- \* The maximum height of a red-black tree is  $2\lg(n+1)$ .

\*/

```
#define SPLAY_HEAD(name, type) \
struct name { \
 struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
 (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
 struct type *spe_left; /* left element */ \
 struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
```

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
```

```

 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
 SPLAY_RIGHT((head)->sph_root, \
 field) = SPLAY_LEFT(tmp, field); \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
 SPLAY_LEFT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
 SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
 tmp = (head)->sph_root; \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
 SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
 SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
 SPLAY_PROTOTYPE(name, type, field, cmp) \
 void name##_SPLAY(struct name *, struct type *); \
 void name##_SPLAY_MINMAX(struct name *, int); \
 struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
 struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
 \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) \
 return(NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) \

```

```

 return (head->sph_root); \
return (NULL); \
} \
\
static __inline __sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
 name##_SPLAY(head, elm); \
 if (SPLAY_RIGHT(elm, field) != NULL) { \
 elm = SPLAY_RIGHT(elm, field); \
 while (SPLAY_LEFT(elm, field) != NULL) { \
 elm = SPLAY_LEFT(elm, field); \
 } \
 } \
 else \
 elm = NULL; \
 return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
 name##_SPLAY_MINMAX(head, val); \
 return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
 if (SPLAY_EMPTY(head)) { \
 SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
 } else { \
 int __comp; \
 name##_SPLAY(head, elm); \
 __comp = (cmp)(elm, (head)->sph_root); \
 if (__comp < 0) { \
 SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
 SPLAY_RIGHT(elm, field) = (head)->sph_root; \
 SPLAY_LEFT((head)->sph_root, field) = NULL; \
 } else if (__comp > 0) { \
 SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
 SPLAY_LEFT(elm, field) = (head)->sph_root; \
 SPLAY_RIGHT((head)->sph_root, field) = NULL; \
 } \
 } \
}

```

```

 } else \
 return ((head)->sph_root); \
 } \
 (head)->sph_root = (elm); \
 return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *__tmp; \
 if (SPLAY_EMPTY(head)) \
 return (NULL); \
 name##_SPLAY(head, elm); \
 if ((cmp)(elm, (head)->sph_root) == 0) { \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
 (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
 } else { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field);\
 (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
 name##_SPLAY(head, elm); \
 SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
 } \
 return (elm); \
 } \
 return (NULL); \
} \
\
void \
name##_SPLAY(struct \
 name *head, struct type *elm) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 int __comp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field);\
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field);\
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \

```

```

 SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if ((cmp)(elm, __tmp) > 0){ \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
 struct type __node, *__left, *__right, *__tmp; \
 \
 SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
 __left = __right = &__node; \
 \
 while (1) { \
 if (__comp < 0) { \
 __tmp = SPLAY_LEFT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp < 0){ \
 SPLAY_ROTATE_RIGHT(head, __tmp, field); \
 if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
 break; \
 } \
 SPLAY_LINKLEFT(head, __right, field); \
 } else if (__comp > 0) { \
 __tmp = SPLAY_RIGHT((head)->sph_root, field); \
 if (__tmp == NULL) \
 break; \
 if (__comp > 0) { \
 SPLAY_ROTATE_LEFT(head, __tmp, field); \
 if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
 break; \
 } \

```



```

 SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
 : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
for ((x) = SPLAY_MIN(name, head); \
 (x) != NULL; \
 (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
 struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{ \
 NULL }

#define RB_INIT(root) do { \
 (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
 struct type *rbe_left; /* left element */ \
 struct type *rbe_right; /* right element */ \
 struct type *rbe_parent; /* parent element */ \
 int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left

```

```

#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
 RB_PARENT(elm, field) = parent; \
 RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
 RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
 RB_COLOR(black, field) = RB_BLACK; \
 RB_COLOR(red, field) \
 = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
 (tmp) = RB_RIGHT(elm, field); \
 if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
 RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
 } \
 RB_AUGMENT(elm); \
 if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
 } else \
 (head)->rbh_root = (tmp); \
 RB_LEFT(tmp, field) = (elm); \
 RB_PARENT(elm, field) = (tmp); \
 RB_AUGMENT(tmp); \
 if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
 (tmp) = RB_LEFT(elm, field); \
 if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
 != NULL) { \
 RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
 } \
}

```

```

RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
 if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
 RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
 else \
 RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
 (head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
 RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
 RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
 attr void name##_RB_INSERT_COLOR(struct name *, struct \
 type *); \
 attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
 attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
 attr struct type *name##_RB_INSERT(struct name *, struct type *); \
 attr struct type *name##_RB_FIND(struct name *, struct type *); \
 attr struct type *name##_RB_NFIND(struct name *, struct type *); \
 attr struct type *name##_RB_NEXT(struct type *); \
 attr struct type *name##_RB_PREV(struct type *); \
 attr struct type *name##_RB_MINMAX(struct name *, int); \
 \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
 RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
 attr void \
 name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
 { \
 struct type \
 *parent, *gparent, *tmp; \
 while ((parent = RB_PARENT(elm, field)) != NULL && \
 RB_COLOR(parent, field) == RB_RED) { \

```

```

gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
 tmp = RB_RIGHT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_RIGHT(parent, field) == elm) { \
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
 } \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
 tmp = RB_LEFT(gparent, field); \
 if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
 RB_COLOR(tmp, field) = RB_BLACK; \
 RB_SET_BLACKRED(parent, gparent, field);\
 elm = gparent; \
 continue; \
 } \
 if (RB_LEFT(parent, field) == elm)
{ \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp = parent; \
 parent = elm; \
 elm = tmp; \
} \
 RB_SET_BLACKRED(parent, gparent, field); \
 RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
 struct type *tmp; \
 while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
 elm != RB_ROOT(head)) { \
 if (RB_LEFT(parent, field) == elm) { \
 tmp = RB_RIGHT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

RB_SET_BLACKRED(tmp, parent, field); \
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
} else { \
 if (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
 struct type *oleft; \
 if ((oleft = RB_LEFT(tmp, field)) \
 != NULL) \
 RB_COLOR(oleft, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_RIGHT(head, tmp, oleft, field);\
 tmp = RB_RIGHT(parent, field); \
 } \
 RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
 RB_COLOR(parent, field) = RB_BLACK; \
 if (RB_RIGHT(tmp, field)) \
 RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_LEFT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} else { \
 tmp = RB_LEFT(parent, field); \
 if (RB_COLOR(tmp, field) == RB_RED) { \
 RB_SET_BLACKRED(tmp, parent, field); \
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 tmp
= RB_LEFT(parent, field); \
 } \
 if ((RB_LEFT(tmp, field) == NULL || \
 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
 (RB_RIGHT(tmp, field) == NULL || \
 RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
 RB_COLOR(tmp, field) = RB_RED; \
 elm = parent; \
 parent = RB_PARENT(elm, field); \
 } else { \
 if (RB_LEFT(tmp, field) == NULL || \

```

```

 RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
struct type *oright; \
if ((oright = RB_RIGHT(tmp, field)) \
 != NULL) \
 RB_COLOR(oright, field) = RB_BLACK;\
 RB_COLOR(tmp, field) = RB_RED; \
 RB_ROTATE_LEFT(head, tmp, oright, field);\
 tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
 RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
 RB_ROTATE_RIGHT(head, parent, tmp, field);\
 elm = RB_ROOT(head); \
 break; \
} \
} \
} \
if
(elm) \
 RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
 struct type *child, *parent, *old = elm; \
 int color; \
 if (RB_LEFT(elm, field) == NULL) \
 child = RB_RIGHT(elm, field); \
 else if (RB_RIGHT(elm, field) == NULL) \
 child = RB_LEFT(elm, field); \
 else { \
 struct type *left; \
 elm = RB_RIGHT(elm, field); \
 while ((left = RB_LEFT(elm, field)) != NULL) \
 elm = left; \
 child = RB_RIGHT(elm, field); \
 parent = RB_PARENT(elm, field); \
 color = RB_COLOR(elm, field); \
 if (child) \
 RB_PARENT(child, field) = parent; \
 if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent, field) = child; \
 } \
 } \
}

```

```

 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
 parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
 if (RB_LEFT(RB_PARENT(old, field), field) == old)\
 RB_LEFT(RB_PARENT(old, field), field) = elm;\
 else \
 RB_RIGHT(RB_PARENT(old, field), field) = elm;\
 RB_AUGMENT(RB_PARENT(old, field)); \
} else \
 RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
 RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
 left = parent; \
 do { \
 RB_AUGMENT(left); \
 } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
 RB_PARENT(child, field) = parent; \
if (parent) { \
 if (RB_LEFT(parent, field) == elm) \
 RB_LEFT(parent, field) = child; \
 else \
 RB_RIGHT(parent,
field) = child; \
 RB_AUGMENT(parent); \
} else \
 RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
 name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \

```

```

{
 \
 struct type *tmp; \
 struct type *parent = NULL; \
 int comp = 0; \
 tmp = RB_ROOT(head); \
 while (tmp) { \
 parent = tmp; \
 comp = (cmp)(elm, parent); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 RB_SET(elm, parent, field); \
 if (parent != NULL) { \
 if (comp < 0) \
 RB_LEFT(parent, field) = elm; \
 else \
 RB_RIGHT(parent, field) = elm; \
 RB_AUGMENT(parent); \
 } else \
 RB_ROOT(head) = elm; \
 name##_RB_INSERT_COLOR(head,
 elm); \
 return (NULL); \
} \
 \
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{
 \
 struct type *tmp = RB_ROOT(head); \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) \
 tmp = RB_LEFT(tmp, field); \
 else if (comp > 0) \
 tmp = RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (NULL); \
} \
 \
/* Finds the first node greater than or equal to the search key */ \

```



```

attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *res = NULL; \
 int comp; \
 while (tmp) { \
 comp = cmp(elm, tmp); \
 if (comp < 0) { \
 res = tmp; \
 tmp = RB_LEFT(tmp, field); \
 } \
 else if (comp > 0) \
 tmp = \
RB_RIGHT(tmp, field); \
 else \
 return (tmp); \
 } \
 return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
 if (RB_RIGHT(elm, field)) { \
 elm = RB_RIGHT(elm, field); \
 while (RB_LEFT(elm, field)) \
 elm = RB_LEFT(elm, field); \
 } else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 } \
 } \
 return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
 if (RB_LEFT(elm, field)) { \

```

```

elm = RB_LEFT(elm, field); \
while (RB_RIGHT(elm, field)) \
 elm = RB_RIGHT(elm, field); \
}
else { \
 if (RB_PARENT(elm, field) && \
 (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 else { \
 while (RB_PARENT(elm, field) && \
 (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
 elm = RB_PARENT(elm, field); \
 elm = RB_PARENT(elm, field); \
 } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
 struct type *tmp = RB_ROOT(head); \
 struct type *parent = NULL; \
 while (tmp) { \
 parent = tmp; \
 if (val < 0) \
 tmp = RB_LEFT(tmp, field); \
 else \
 tmp = RB_RIGHT(tmp, field); \
 } \
 return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, \
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
 for ((x) = RB_MIN(name, head); \

```

```

(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
 ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
 (x) != NULL; \
 (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
 ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
 (x) = (y))

#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-${_kernver}.tar.xz
revert-broken-uapi.patch
0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch

```

## 1.169 joda-time 2.10.6

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## 1.172 javax-annotation-api 1.3.2

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Martin Richards  
23 February 2007

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new XElement("TITLE", "The Tragedy of Hamlet, Prince of Denmark"),
new XElement("fm",
 new XElement("p", "Text placed in the public domain by Moby Lexical Tools, 1992."),
 new XElement("p", "SGML markup by Jon Bosak, 1992-1994."),
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<https://github.com/madler/zlib>  
[http://zlib.net/zlib\\_license.html](http://zlib.net/zlib_license.html)

/\* zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.11, January 15th, 2017

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/\* zlib.h -- interface of the 'zlib' general purpose compression library  
version 1.2.11, January 15th, 2017

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<https://github.com/santoshsahoo/nbench> (mirror of the same code)

/\*

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\*\* Rick Grehan, BYTE Magazine

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\*\* Create:

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Use:

<https://github.com/dotnet/coreclr/blob/a9074bce5e3814db67dbec1c56f477202164d162/tests/src/sizeondisk/sodbench/SoDBench.cs#L738>

```
<Project Sdk="Microsoft.NET.Sdk">
```

```
<PropertyGroup>
```

```
<OutputType>Exe</OutputType>
```

```
<ApplicationManifest>App.manifest</ApplicationManifest>
```

```
</PropertyGroup>
```

```
<ItemGroup>
```

```
<Compile Include="Program.cs" />
```

```
<Compile Include="..\..\ServerContracts/Server.CoClasses.cs" />
```

```
<Compile Include="..\..\ServerContracts/Server.Contracts.cs" />
```

```
<Compile Include="..\..\ServerContracts/ServerGuids.cs" />
```

```
</ItemGroup>
```

```
<ItemGroup>
```

```
<ProjectReference Include="..\..\NativeServer/CMakeLists.txt" />
```

```
<ProjectReference Include="$(TestSourceDir)Common/CoreCLRTestLibrary/CoreCLRTestLibrary.csproj" />
```

```
</ItemGroup>
```

```
</Project>
```

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## 1.175 json-simple 1.1.1

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\* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractPosixTerminal.java  
\* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/AggregateCompleter.java  
\* /jline-3-26-1-sources-jar/org/jline/reader/impl/DefaultExpander.java

```

* /jline-3-26-1-sources-jar/org/jline/reader/Binding.java
* /jline-3-26-1-sources-jar/org/jline/reader/Macro.java
* /jline-3-26-1-sources-jar/org/jline/utils/ExecHelper.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/exec/ExecPty.java
* /jline-3-26-1-sources-jar/org/jline/utils/Levenshtein.java
* /jline-3-26-1-sources-jar/org/jline/reader/Widget.java
*
/jline-3-26-1-sources-jar/org/jline/terminal/impl/MouseSupport.java
* /jline-3-26-1-sources-jar/org/jline/utils/DiffHelper.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/UndoTree.java
* /jline-3-26-1-sources-jar/org/jline/terminal/Attributes.java
* /jline-3-26-1-sources-jar/org/jline/utils/ClosedException.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/NullCompleter.java
* /jline-3-26-1-sources-jar/org/jline/utils/ShutdownHooks.java
* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/EnumCompleter.java
* /jline-3-26-1-sources-jar/org/jline/keymap/KeyMap.java
* /jline-3-26-1-sources-jar/org/jline/utils/InputStreamReader.java
* /jline-3-26-1-sources-jar/org/jline/terminal/MouseEvent.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/CursorSupport.java
* /jline-3-26-1-sources-jar/org/jline/reader/UserInterruptException.java
* /jline-3-26-1-sources-jar/org/jline/utils/WCWidth.java
* /jline-3-26-1-sources-jar/org/jline/terminal/Cursor.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/win/WindowsAnsiWriter.java
*
/jline-3-26-1-sources-jar/org/jline/reader/Reference.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/NativeSignalHandler.java
* /jline-3-26-1-sources-jar/org/jline/terminal/spi/Pty.java
* /jline-3-26-1-sources-jar/org/jline/utils/AttributedString.java
* /jline-3-26-1-sources-jar/org/jline/utils/OSUtils.java

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* /jline-3-26-1-sources-jar/org/jline/utils/AnsiWriter.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jni/win/WindowsAnsiWriter.java

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class = org.jline.terminal.impl.jni.JniTerminalProvider
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* /jline-3-26-1-sources-jar/org/jline/terminal/impl/DumbTerminalProvider.java
* /jline-3-26-1-sources-jar/org/jline/terminal/spi/TerminalExt.java
* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jansi/win/WindowsSupport.java
* /jline-3-26-1-sources-jar/org/jline/reader/EOFError.java
* /jline-3-26-1-sources-jar/org/jline/reader/SyntaxError.java
* /jline-3-26-1-sources-jar/org/jline/terminal/spi/SystemStream.java
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- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/FfmTerminalProvider.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/NativeWinSysTerminal.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/NativeWinConsoleWriter.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/FfmNativePty.java

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- \* /jline-3-26-1-sources-jar/org/jline/style/Styler.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ExternalTerminal.java
- \* /jline-3-26-1-sources-jar/org/jline/builtins/NfaMatcher.java
- \* /jline-3-26-1-sources-jar/org/jline/builtins/InputRC.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/DumbTerminal.java
- \* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/FileNameCompleter.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/PosixSysTerminal.java
- \* /jline-3-26-1-sources-jar/org/jline/utils/Colors.java

\*

/jline-3-26-1-sources-jar/org/jline/utils/Timeout.java

- \* /jline-3-26-1-sources-jar/org/jline/reader/ParsedLine.java

- \* /jline-3-26-1-sources-jar/org/jline/reader/CompletingParsedLine.java

- \* /jline-3-26-1-sources-jar/org/jline/style/StyleFactory.java

- \* /jline-3-26-1-sources-jar/org/jline/utils/NonBlocking.java

- \* /jline-3-26-1-sources-jar/org/jline/keymap/BindingReader.java

- \* /jline-3-26-1-sources-jar/org/jline/terminal/Size.java

- \* /jline-3-26-1-sources-jar/org/jline/utils/AttributedStringBuilder.java

- \* /jline-3-26-1-sources-jar/org/jline/reader/impl/KillRing.java

- \* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingInputStream.java

- \* /jline-3-26-1-sources-jar/org/jline/reader/MaskingCallback.java

- \* /jline-3-26-1-sources-jar/org/jline/utils/Curses.java

- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/LineDisciplineTerminal.java

- \* /jline-3-26-1-sources-jar/org/jline/reader/History.java

- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/PosixPtyTerminal.java

- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/jna/win/Kernel32.java

\*

/jline-3-26-1-sources-jar/org/jline/reader/Completer.java

- \* /jline-3-26-1-sources-jar/org/jline/style/StyleExpression.java

\* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingReader.java  
\* /jline-3-26-1-sources-jar/org/jline/utils/NonBlockingReaderImpl.java  
\* /jline-3-26-1-sources-jar/org/jline/style/StyleSource.java  
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\* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractPty.java  
\* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/StringsCompleter.java  
\* /jline-3-26-1-sources-jar/org/jline/builtins/Tmux.java  
\* /jline-3-26-1-sources-jar/org/jline/builtins/ConfigurationPath.java  
\* /jline-3-26-1-sources-jar/org/jline/reader/Candidate.java  
\* /jline-3-26-1-sources-jar/org/jline/utils/Status.java  
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class = org.jline.terminal.impl ffm.FfmTerminalProvider

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\* /jline-3-26-1-sources-jar/org/jline/builtins/Commands.java

\* /jline-3-26-1-sources-jar/org/jline/widget/TailTipWidgets.java

\* /jline-3-26-1-sources-jar/org/jline/widget/Widgets.java

\* /jline-3-26-1-sources-jar/org/jline/console/ConsoleEngine.java

\* /jline-3-26-1-sources-jar/org/jline/reader/LineReader.java

\* /jline-3-26-1-sources-jar/org/jline/reader/impl/LineReaderImpl.java

\* /jline-3-26-1-sources-jar/org/jline/builtins/Less.java

\* /jline-3-26-1-sources-jar/org/jline/console/impl/SystemRegistryImpl.java

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/jline-3-26-1-sources-jar/org/jline/builtins/telnet/TelnetIO.java

\* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/ConnectionEvent.java

\* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/ConnectionManager.java

\* /jline-3-26-1-sources-jar/org/jline/builtins/telnet/Connection.java

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\* Based on <http://antony.lesuisse.org/software/ajaxterm/>

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Found in path(s):

\* /jline-3-26-1-sources-jar/org/jline/builtins/ScreenTerminal.java

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Found in path(s):

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiMode.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiColors.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiRenderer.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiType.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/io/WindowsAnsiProcessor.java

\* /jline-3-26-1-sources-jar/org/jline/nativ/Kernel32.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/io/ColorsAnsiProcessor.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/io/FastBufferedOutputStream.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiPrintStream.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/Ansi.java

\* /jline-3-26-1-sources-jar/org/jline/nativ/CLibrary.java

\*

/jline-3-26-1-sources-jar/org/jline/utils/FastBufferedOutputStream.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiMain.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/io/AnsiProcessor.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/WindowsSupport.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/io/Colors.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/io/AnsiOutputStream.java

\* /jline-3-26-1-sources-jar/org/jline/terminal/impl/ffm/Kernel32.java

\* /jline-3-26-1-sources-jar/org/jline/jansi/AnsiConsole.java

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Found in path(s):

- \* /jline-3-26-1-sources-jar/org/jline/reader/impl/history/DefaultHistory.java
- \* /jline-3-26-1-sources-jar/org/jline/reader/impl/CompletionMatcherImpl.java
- \* /jline-3-26-1-sources-jar/org/jline/builtins/Completers.java
- \* /jline-3-26-1-sources-jar/org/jline/reader/impl/DefaultHighlighter.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/impl/AbstractTerminal.java
- \* /jline-3-26-1-sources-jar/org/jline/reader/Parser.java
- \* /jline-3-26-1-sources-jar/org/jline/terminal/TerminalBuilder.java
- \* /jline-3-26-1-sources-jar/org/jline/builtins/Nano.java
- \* /jline-3-26-1-sources-jar/org/jline/utils/AttributedCharSequence.java
- \* /jline-3-26-1-sources-jar/org/jline/reader/Highlighter.java
- \*

- /jline-3-26-1-sources-jar/org/jline/builtins/Styles.java
- \* /jline-3-26-1-sources-jar/org/jline/builtins/ConsoleOptionGetter.java
- \* /jline-3-26-1-sources-jar/org/jline/builtins/TTop.java
- \* /jline-3-26-1-sources-jar/org/jline/console/impl/ConsoleEngineImpl.java
- \* /jline-3-26-1-sources-jar/org/jline/reader/PrintAboveWriter.java
- \* /jline-3-26-1-sources-jar/org/jline/console/ArgDesc.java
- \* /jline-3-26-1-sources-jar/org/jline/console/SystemRegistry.java
- \* /jline-3-26-1-sources-jar/org/jline/utils/AttributedStyle.java

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Found in path(s):

- \* /jline-3-26-1-sources-jar/org/jline/console/impl/DefaultPrinter.java

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Found in path(s):

- \* /jline-3-26-1-sources-jar/org/jline/reader/Buffer.java
- \* /jline-3-26-1-sources-jar/org/jline/style/NopStyleSource.java





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#
```

```
auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smo, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc,
NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
```

xon\_xoff, xon, xo  
columns, cols, co  
init\_tabs, it, it  
label\_height, lh, lh  
label\_width, lw, lw  
lines, lines, li  
lines\_of\_memory, lm, lm  
magic\_cookie\_glitch, xmc, sg  
max\_attributes, ma, ma  
max\_colors, colors, Co  
max\_pairs, pairs, pa  
maximum\_windows, wnum, MW  
no\_color\_video, ncv, NC  
num\_labels, nlab, Nl  
padding\_baud\_rate, pb, pb  
virtual\_terminal, vt, vt  
width\_status\_line, wsl, ws  
bit\_image\_entwining, bitwin, Yo  
bit\_image\_type, bitype, Yp  
buffer\_capacity, bufsz, Ya  
buttons, btns, BT  
dot\_horz\_spacing, spinh, Yc  
dot\_vert\_spacing, spinv, Yb  
max\_micro\_address, maddr, Yd  
max\_micro\_jump, mjump, Ye  
micro\_col\_size, mcs, Yf  
micro\_line\_size, mls, Yg  
number\_of\_pins, npins, Yh  
output\_res\_char, orc, Yi  
output\_res\_horz\_inch, orhi, Yk  
output\_res\_line, orl, Yj  
output\_res\_vert\_inch,  
orvi, Yl  
print\_rate, cps, Ym  
wide\_char\_size, widcs, Yn  
acs\_chars, acsc, ac  
back\_tab, cbt, bt  
bell, bel, bl  
carriage\_return, cr, cr  
change\_char\_pitch, cpi, ZA  
change\_line\_pitch, lpi, ZB  
change\_res\_horz, chr, ZC  
change\_res\_vert, cvr, ZD  
change\_scroll\_region, csr, cs  
char\_padding, rmp, rP  
clear\_all\_tabs, tbc, ct  
clear\_margins, mgc, MC  
clear\_screen, clear, cl

clr\_bol, el1, cb  
clr\_eol, el, ce  
clr\_eos, ed, cd  
column\_address, hpa, ch  
command\_character, cmdch, CC  
create\_window, cwin, CW  
cursor\_address, cup, cm  
cursor\_down, cud1, do  
cursor\_home, home, ho  
cursor\_invisible, civis, vi  
cursor\_left, cub1, le  
cursor\_mem\_address, mrcup, CM  
cursor\_normal, cnorm, ve  
cursor\_right, cuf1, nd  
cursor\_to\_ll, ll, ll  
cursor\_up, cuu1, up  
cursor\_visible, cvvis, vs  
define\_char, defc, ZE  
delete\_character, dch1, dc  
delete\_line, dl1, dl  
dial\_phone, dial, DI  
dis\_status\_line, dsl, ds  
display\_clock, dclk, DK  
down\_half\_line, hd, hd  
ena\_acs, enacs, eA  
enter\_alt\_charset\_mode, smacs, as  
enter\_am\_mode, smam,  
SA  
enter\_blink\_mode, blink, mb  
enter\_bold\_mode, bold, md  
enter\_ca\_mode, smcup, ti  
enter\_delete\_mode, smdc, dm  
enter\_dim\_mode, dim, mh  
enter\_doublewide\_mode, swidm, ZF  
enter\_draft\_quality, sdrfq, ZG  
enter\_insert\_mode, smir, im  
enter\_italics\_mode, sitm, ZH  
enter\_leftward\_mode, slm, ZI  
enter\_micro\_mode, smicm, ZJ  
enter\_near\_letter\_quality, snlq, ZK  
enter\_normal\_quality, snrmq, ZL  
enter\_protected\_mode, prot, mp  
enter\_reverse\_mode, rev, mr  
enter\_secure\_mode, invis, mk  
enter\_shadow\_mode, sshm, ZM  
enter\_standout\_mode, smso, so  
enter\_subscript\_mode, ssubm, ZN  
enter\_superscript\_mode, ssupm, ZO

enter\_underline\_mode, smul, us  
enter\_upward\_mode, sum, ZP  
enter\_xon\_mode, smxon, SX  
erase\_chars, ech, ec  
exit\_alt\_charset\_mode, rmacs, ae  
exit\_am\_mode, rmam, RA  
exit\_attribute\_mode, sgr0, me  
exit\_ca\_mode, rmcup, te  
exit\_delete\_mode, rmdc, ed  
exit\_doublewide\_mode, rwidm, ZQ  
exit\_insert\_mode, rmir, ei  
exit\_italics\_mode, ritm, ZR  
exit\_leftward\_mode, rlm, ZS  
exit\_micro\_mode, rmicm, ZT  
exit\_shadow\_mode, rshm,  
ZU  
exit\_standout\_mode, rmso, se  
exit\_subscript\_mode, rsubm, ZV  
exit\_superscript\_mode, rsupm, ZW  
exit\_underline\_mode, rmul, ue  
exit\_upward\_mode, rum, ZX  
exit\_xon\_mode, rmxon, RX  
fixed\_pause, pause, PA  
flash\_hook, hook, fh  
flash\_screen, flash, vb  
form\_feed, ff, ff  
from\_status\_line, fsl, fs  
goto\_window, wingo, WG  
hangup, hup, HU  
init\_1string, is1, i1  
init\_2string, is2, is  
init\_3string, is3, i3  
init\_file, if, if  
init\_prog, iprog, iP  
initialize\_color, initc, Ic  
initialize\_pair, initp, Ip  
insert\_character, ich1, ic  
insert\_line, il1, al  
insert\_padding, ip, ip  
key\_a1, ka1, K1  
key\_a3, ka3, K3  
key\_b2, kb2, K2  
key\_backspace, kbs, kb  
key\_beg, kbeg, @1  
key\_btab, kcbt, kB  
key\_c1, kc1, K4  
key\_c3, kc3, K5  
key\_cancel, kcan, @2

key\_catab, ktbc, ka  
key\_clear, kclr, kC  
key\_close, kclo, @3  
key\_command, kcmd, @4  
key\_copy, kcpy, @5  
key\_create, kcrt, @6  
key\_ctab, kctab, kt  
key\_dc, kdch1, kD  
key\_dl, kdl1, kL  
key\_down, kcud1, kd  
key\_eic, krmir, kM  
key\_end, kend, @7  
key\_enter, kent, @8  
key\_eol, kel, kE  
key\_eos,  
ked, kS  
key\_exit, kext, @9  
key\_f0, kf0, k0  
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key\_f10, kf10, k;  
key\_f11, kf11, F1  
key\_f12, kf12, F2  
key\_f13, kf13, F3  
key\_f14, kf14, F4  
key\_f15, kf15, F5  
key\_f16, kf16, F6  
key\_f17, kf17, F7  
key\_f18, kf18, F8  
key\_f19, kf19, F9  
key\_f2, kf2, k2  
key\_f20, kf20, FA  
key\_f21, kf21, FB  
key\_f22, kf22, FC  
key\_f23, kf23, FD  
key\_f24, kf24, FE  
key\_f25, kf25, FF  
key\_f26, kf26, FG  
key\_f27, kf27, FH  
key\_f28, kf28, FI  
key\_f29, kf29, FJ  
key\_f3, kf3, k3  
key\_f30, kf30, FK  
key\_f31, kf31, FL  
key\_f32, kf32, FM  
key\_f33, kf33, FN  
key\_f34, kf34, FO  
key\_f35, kf35, FP  
key\_f36, kf36, FQ

key\_f37, kf37, FR  
key\_f38, kf38, FS  
key\_f39, kf39, FT  
key\_f4, kf4, k4  
key\_f40, kf40, FU  
key\_f41, kf41, FV  
key\_f42, kf42, FW  
key\_f43, kf43, FX  
key\_f44, kf44, FY  
key\_f45, kf45, FZ  
key\_f46, kf46, Fa  
key\_f47, kf47, Fb  
key\_f48, kf48, Fc  
key\_f49, kf49, Fd  
key\_f5, kf5, k5  
key\_f50, kf50, Fe  
key\_f51, kf51, Ff  
key\_f52, kf52, Fg  
key\_f53, kf53, Fh  
key\_f54, kf54, Fi  
key\_f55, kf55, Fj  
key\_f56, kf56, Fk  
key\_f57, kf57, Fl  
key\_f58, kf58,  
Fm  
key\_f59, kf59, Fn  
key\_f6, kf6, k6  
key\_f60, kf60, Fo  
key\_f61, kf61, Fp  
key\_f62, kf62, Fq  
key\_f63, kf63, Fr  
key\_f7, kf7, k7  
key\_f8, kf8, k8  
key\_f9, kf9, k9  
key\_find, kfnd, @0  
key\_help, khlp, %1  
key\_home, khome, kh  
key\_ic, kich1, kI  
key\_il, kil1, kA  
key\_left, kcub1, kl  
key\_ll, kll, kH  
key\_mark, kmrk, %2  
key\_message, kmsg, %3  
key\_move, kmov, %4  
key\_next, knxt, %5  
key\_npage, knp, kN  
key\_open, kopn, %6  
key\_options, kopt, %7

key\_ppage, kpp, kP  
 key\_previous, kprv, %8  
 key\_print, kpri, %9  
 key\_redo, krdo, %0  
 key\_reference, kref, &1  
 key\_refresh, krfr, &2  
 key\_replace, krpl, &3  
 key\_restart, krst, &4  
 key\_resume, kres, &5  
 key\_right, kcuf1, kr  
 key\_save, ksav, &6  
 key\_sbeg, kBEG, &9  
 key\_scancel, kCAN, &0  
 key\_scommand, kCMD, \*1  
 key\_scopy, kCPY, \*2  
 key\_screate, kCRT, \*3  
 key\_sdc, kDC, \*4  
 key\_sdl, kDL, \*5  
 key\_select, kslt, \*6  
 key\_send, kEND, \*7  
 key\_seol, kEOL, \*8  
 key\_sexit, kEXT, \*9  
 key\_sf, kind, kF  
 key\_sfind, kFND, \*0  
 key\_shelp, kHLP, #1  
 key\_shome, kHOM, #2  
 key\_sic, kIC, #3  
 key\_sleft, kLFT, #4  
 key\_smessage,  
   kMSG, %a  
 key\_smove, kMOV, %b  
 key\_snext, kNXT, %c  
 key\_soptions, kOPT, %d  
 key\_sprevious, kPRV, %e  
 key\_sprint, kPRT, %f  
 key\_sr, kri, kR  
 key\_sredo, kRDO, %g  
 key\_sreplace, kRPL, %h  
 key\_sright, kRIT, %i  
 key\_sresume, kRES, %j  
 key\_ssave, kSAV, !1  
 key\_ssuspend, kSPD, !2  
 key\_stab, khts, kT  
 key\_sundo, kUND, !3  
 key\_suspend, kspd, &7  
 key\_undo, kund, &8  
 key\_up, kcuu1, ku  
 keypad\_local, rmkx, ke



keypad\_xmit, smkx, ks  
lab\_f0, lf0, l0  
lab\_f1, lf1, l1  
lab\_f10, lf10, la  
lab\_f2, lf2, l2  
lab\_f3, lf3, l3  
lab\_f4, lf4, l4  
lab\_f5, lf5, l5  
lab\_f6, lf6, l6  
lab\_f7, lf7, l7  
lab\_f8, lf8, l8  
lab\_f9, lf9, l9  
label\_format, fln, Lf  
label\_off, rmln, LF  
label\_on, smln, LO  
meta\_off, rmm, mo  
meta\_on, smm, mm  
micro\_column\_address, mhp, ZY  
micro\_down, mcud1, ZZ  
micro\_left, mcub1, Za  
micro\_right, mcuf1, Zb  
micro\_row\_address, mvpa, Zc  
micro\_up, mciu1, Zd  
newline, nel, nw  
order\_of\_pins, porder, Ze  
orig\_colors, oc, oc  
orig\_pair, op, op  
pad\_char, pad, pc  
parm\_dch, dch, DC  
parm\_delete\_line, dl, DL  
parm\_down\_cursor, cud, DO  
parm\_down\_micro,  
    mcud, Zf  
parm\_ich, ich, IC  
parm\_index, indn, SF  
parm\_insert\_line, il, AL  
parm\_left\_cursor, cub, LE  
parm\_left\_micro, mcub, Zg  
parm\_right\_cursor, cuf, RI  
parm\_right\_micro, mcuf, Zh  
parm\_rindex, rin, SR  
parm\_up\_cursor, cuu, UP  
parm\_up\_micro, mciu, Zi  
pkey\_key, pfkey, pk  
pkey\_local, pfloc, pl  
pkey\_xmit, pfx, px  
plab\_norm, pln, pn  
print\_screen, mc0, ps

prtr\_non, mc5p, pO  
prtr\_off, mc4, pf  
prtr\_on, mc5, po  
pulse, pulse, PU  
quick\_dial, qdial, QD  
remove\_clock, rmclk, RC  
repeat\_char, rep, rp  
req\_for\_input, rfi, RF  
reset\_1string, rs1, r1  
reset\_2string, rs2, r2  
reset\_3string, rs3, r3  
reset\_file, rf, rf  
restore\_cursor, rc, rc  
row\_address, vpa, cv  
save\_cursor, sc, sc  
scroll\_forward, ind, sf  
scroll\_reverse, ri, sr  
select\_char\_set, scs, Zj  
set\_attributes, sgr, sa  
set\_background, setb, Sb  
set\_bottom\_margin, smgb, Zk  
set\_bottom\_margin\_parm, smgbp, Zl  
set\_clock, sclk, SC  
set\_color\_pair, scp, sp  
set\_foreground, setf, Sf  
set\_left\_margin, smgl, ML  
set\_left\_margin\_parm, smglp, Zm  
set\_right\_margin,  
smgr, MR  
set\_right\_margin\_parm, smgrp, Zn  
set\_tab, hts, st  
set\_top\_margin, smgt, Zo  
set\_top\_margin\_parm, smgtp, Zp  
set\_window, wind, wi  
start\_bit\_image, sbim, Zq  
start\_char\_set\_def, scsd, Zr  
stop\_bit\_image, rbim, Zs  
stop\_char\_set\_def, rcsd, Zt  
subscript\_characters, subcs, Zu  
superscript\_characters, supcs, Zv  
tab, ht, ta  
these\_cause\_cr, docr, Zw  
to\_status\_line, tsl, ts  
tone, tone, TO  
underline\_char, uc, uc  
up\_half\_line, hu, hu  
user0, u0, u0  
user1, u1, u1

user2, u2, u2  
user3, u3, u3  
user4, u4, u4  
user5, u5, u5  
user6, u6, u6  
user7, u7, u7  
user8, u8, u8  
user9, u9, u9  
wait\_tone, wait, WA  
xoff\_character, xoffc, XF  
xon\_character, xonc, XN  
zero\_motion, zerom, Zx  
alt\_scancode\_esc, scesa, S8  
bit\_image\_carriage\_return, bicr, Yv  
bit\_image\_newline, binel, Zz  
bit\_image\_repeat, birep, Xy  
char\_set\_names, csnm, Zy  
code\_set\_init, csin, ci  
color\_names, colorm, Yw  
define\_bit\_image\_region, defbi, Yx  
device\_type, devt, dv  
display\_pc\_char, dispch, S1  
end\_bit\_image\_region, endbi, Yy  
enter\_pc\_charset\_mode,  
smpch, S2  
enter\_scancode\_mode, smsc, S4  
exit\_pc\_charset\_mode, rmpch, S3  
exit\_scancode\_mode, rmisc, S5  
get\_mouse, getm, Gm  
key\_mouse, kmous, Km  
mouse\_info, minfo, Mi  
pc\_term\_options, pctrm, S6  
pkey\_plab, pfxl, xl  
req\_mouse\_pos, reqmp, RQ  
scancode\_escape, scesc, S7  
set0\_des\_seq, s0ds, s0  
set1\_des\_seq, s1ds, s1  
set2\_des\_seq, s2ds, s2  
set3\_des\_seq, s3ds, s3  
set\_a\_background, setab, AB  
set\_a\_foreground, setaf, AF  
set\_color\_band, setcolor, Yz  
set\_lr\_margin, smglr, ML  
set\_page\_length, slines, YZ  
set\_tb\_margin, smgtb, MT  
enter\_horizontal\_hl\_mode, ehhl, Xh  
enter\_left\_hl\_mode, elhl, Xl  
enter\_low\_hl\_mode, elohl, Xo

enter\_right\_hl\_mode, erhlm, Xr  
enter\_top\_hl\_mode, ethlm, Xt  
enter\_vertical\_hl\_mode, evhlm, Xv  
set\_a\_attributes, sgr1, sA  
set\_pglen\_inch, slength, sL

Found in path(s):

\* /jline-3-26-1-sources-jar/org/jline/utils/capabilities.txt

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Found in path(s):

\* /jline-3-26-1-sources-jar/org/jline/reader/impl/completer/package-info.java

\* /jline-3-26-1-sources-jar/org/jline/utils/package-info.java

\* /jline-3-26-1-sources-jar/org/jline/reader/impl/history/package-info.java

\* /jline-3-26-1-sources-jar/org/jline/terminal/impl/package-info.java

\* /jline-3-26-1-sources-jar/org/jline/reader/package-info.java

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\* /jline-3-26-1-sources-jar/org/jline/nativ/JLineNativeLoader.java  
\* /jline-3-26-1-sources-jar/org/jline/nativ/OSInfo.java

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black  
maroon  
green  
olive  
navy  
purple  
teal  
silver  
grey  
red  
lime  
yellow  
blue  
fuchsia  
aqua  
white  
grey0  
navyblue  
darkblue  
blue3  
blue3a  
blue1  
darkgreen  
deepskyblue4  
deepskyblue4a  
deepskyblue4b  
dodgerblue3

dodgerblue2  
green4  
springgreen4  
turquoise4  
deepskyblue3  
deepskyblue3a  
dodgerblue1  
green3  
springgreen3  
darkcyan  
lightseagreen  
deepskyblue2  
deepskyblue1  
green3a  
springgreen3a  
springgreen2  
cyan3  
darkturquoise  
turquoise2  
green1  
springgreen2a  
springgreen1  
mediumspringgreen  
cyan2  
cyan1  
darkred  
deeppink4  
purple4  
purple4a  
purple3  
blueviolet  
orange4  
grey37  
mediumpurple4  
slateblue3  
slateblue3a  
royalblue1  
chartreuse4  
darkseagreen4  
paleturquoise4  
steelblue  
steelblue3  
cornflowerblue  
chartreuse3  
darkseagreen4a  
cadetblue  
cadetbluea  
skyblue3

steelblue1  
chartreuse3a  
palegreen3  
seagreen3  
aquamarine3  
mediumturquoise  
steelblue1a  
chartreuse2  
seagreen2  
seagreen1  
seagreen1a  
aquamarine1  
darkslategray2  
darkreda  
deeppink4a  
darkmagenta  
darkmagentaa  
darkviolet  
purplea  
orange4a  
lightpink4  
plum4  
mediumpurple3  
mediumpurple3a  
slateblue1  
yellow4  
wheat4  
grey53  
lightslategrey  
mediumpurple  
lightslateblue  
yellow4a  
darkolivegreen3  
darkseagreen  
lightskyblue3  
lightskyblue3a  
skyblue2  
chartreuse2a  
darkolivegreen3a  
palegreen3a  
darkseagreen3  
darkslategray3  
skyblue1  
chartreuse1  
lightgreen  
lightgreena  
palegreen1  
aquamarine1a

darkslategray1  
red3  
deeppink4b  
mediumvioletred  
magenta3  
darkvioleta  
purpleb  
darkorange3  
indianred  
hotpink3  
mediumorchid3  
mediumorchid  
mediumpurple2  
darkgoldenrod  
lightsalmon3  
rosybrown  
grey63  
mediumpurple2a  
mediumpurple1  
gold3  
darkkhaki  
navajowhite3  
grey69  
lightsteelblue3  
lightsteelblue  
yellow3  
darkolivegreen3b  
darkseagreen3a  
darkseagreen2  
lightcyan3  
lightskyblue1  
greenyellow  
darkolivegreen2  
palegreen1a  
darkseagreen2a  
darkseagreen1  
paleturquoise1  
red3a  
deeppink3  
deeppink3a  
magenta3a  
magenta3b  
magenta2  
darkorange3a  
indianreda  
hotpink3a  
hotpink2  
orchid



mediumorchid1  
orange3  
lightsalmon3a  
lightpink3  
pink3  
plum3  
violet  
gold3a  
lightgoldenrod3  
tan  
mistyrose3  
thistle3  
plum2  
yellow3a  
khaki3  
lightgoldenrod2  
lightyellow3  
grey84  
lightsteelblue1  
yellow2  
darkolivegreen1  
darkolivegreen1a  
darkseagreen1a  
honeydew2  
lightcyan1  
red1  
deeppink2  
deeppink1  
deeppink1a  
magenta2a  
magenta1  
orangered1  
indianred1  
indianred1a  
hotpink  
hotpinka  
mediumorchid1a  
darkorange  
salmon1  
lightcoral  
palevioletred1  
orchid2  
orchid1  
orange1  
sandybrown  
lightsalmon1  
lightpink1  
pink1

plum1  
gold1  
lightgoldenrod2a  
lightgoldenrod2b  
navajowhite1  
mistyrose1  
thistle1  
yellow1  
lightgoldenrod1  
khaki1  
wheat1  
cornsilk1  
grey100  
grey3  
grey7  
grey11  
grey15  
grey19  
grey23  
grey27  
grey30  
grey35  
grey39  
grey42  
grey46  
grey50  
grey54  
grey58  
grey62  
grey66  
grey70  
grey74  
grey78  
grey82  
grey85  
grey89  
grey93

Found

in path(s):

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Found in path(s):

- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-remote-ssh/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-jni/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-reader/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-ffmpeg/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-jna/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-builtins/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-terminal-jansi/pom.xml
- \* /jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-remote-telnet/pom.xml
- \*

/jline-3-26-1-sources-jar/META-INF/maven/org.jline/jline-style/pom.xml

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#
class = org.jline.terminal.impl.jna.JnaTerminalProvider
```

Found in path(s):

- \* /jline-3-26-1-sources-jar/META-INF/services/org.jline/terminal/provider/jna

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\* /jline-3-26-1-sources-jar/org/jline/terminal/spi/TerminalProvider.java

\* /jline-3-26-1-sources-jar/org/jline/terminal/impl/Diag.java

\* /jline-3-26-1-sources-jar/org/jline/terminal/impl/exec/ExecTerminalProvider.java

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#

class = org.jline.terminal.impl.jansi.JansiTerminalProvider

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## 1.180 asm 5.0.4

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\* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink-frames.properties

\* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink-resize.properties

```
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink-signatures.properties
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink.properties
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/shrink-writer.properties
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```
/**
```

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```

```
*
```

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```

```
*/
```

```
/**
```

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

```
*
```

```
* @param mv
```

```
*
```

```
the MethodVisitor to send the resulting inlined
```

```
* method code to (use null for none).
```

```
* @param access
```

```
* the method's access flags (see {@link Opcodes}). This
```

- * parameter also indicates if the method is synthetic and/or
- * deprecated.
- * @param name
- * the method's name.
- * @param desc
- * the method's descriptor (see {@link Type}).
- * @param signature
- * the method's signature. May be <tt>null</tt>.
- * @param exceptions
- * the internal names of the method's exception classes (see
- * {@link Type#getName() getName}). May be
- * <tt>null</tt>.
- * @throws IllegalStateException
- * If a subclass calls this constructor.
- */

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/JSRInlinerAdapter.java

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*/

/**

* Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
* not use this constructor</i>. Instead, they must use the
* {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
* version.
*

* @param typeRef
* a reference to the annotated type. See {@link TypeReference}.

* @param typePath
* the path to the annotated type argument, wildcard bound, array
* element type, or static inner type within 'typeRef'. May be
* <tt>null</tt> if the annotation targets 'typeRef' as a whole.

* @param start
* the first instructions corresponding to the continuous ranges
* that make the scope of this local variable (inclusive).

* @param end
* the last instructions corresponding to the continuous ranges
* that make the scope of this local variable (exclusive). This
* array must have the same size as the 'start' array.

* @param index
* the local variable's index in each range. This array must have
* the same size as the 'start' array.

* @param desc
* the class descriptor of
the annotation class.

*/

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java

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

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/ClassNode.java

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*/

/**

* Creates a new {@link GeneratorAdapter}. *Subclasses must not use this*
* constructor*.* Instead, they must use the
* {@link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
* version.

*

* @param mv

* the

method visitor to which this adapter delegates calls.

* @param access

* the method's access flags (see {@link Opcodes}).

* @param name

* the method's name.

* @param desc

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

* @throws IllegalStateException

* If a subclass calls this constructor.

*/

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- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/package.html
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/package.html
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/package.html
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/package.html
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/package.html
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/package.html

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/Processor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
*

/asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/xml/SAXCodeAdapter.java

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/TypePath.java

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/TypeReference.java

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*/

/**

* Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this

* constructor</i>. Instead, they must use the

* {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}

* version.

*

* @param owner

*

the owner's class name.

* @param access

* the method's access flags (see {@link Opcodes}).

* @param name

* the method's name.

```

* @param desc
*     the method's descriptor (see {@link Type Type}).
* @param mv
*     the method visitor to which this adapter delegates calls. May
*     be <tt>null</tt>.
* @throws IllegalStateException
*     If a subclass calls this constructor.
*/

```

Found in path(s):

* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/AnalyzerAdapter.java

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*/
/**
* Constructs a new {@link Textifier}. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the {@link #Textifier(int)}
* version.
*

```

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

Found in path(s):

```
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Textifier.java
```

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*/
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Found in path(s):

```
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Textifiable.java
```

```
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/ASMifiable.java
```

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* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Label.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Type.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationWriter.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
 *
 /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/NameMapping.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Printer.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/Shrinker.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Method.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassWriter.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Attribute.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodInsnNode.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodVisitor.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceFieldVisitor.java
 * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SourceValue.java
 *

```

/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Remapper.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicValue.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/FieldWriter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ByteVector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FieldNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FieldInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LabelNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/IntInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingClassAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassReader.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/VarInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Value.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/StaticInitMerger.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/AnnotationVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnNode.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureReader.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LdcInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LineNumberNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/JarOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/Constant.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/Handle.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TryCatchBlockNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ClassOptimizer.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/ASMifier.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceClassVisitor.java
*
/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Frame.java
* /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java

```

- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Subroutine.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InnerClassNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/ParameterNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/LocalVariableNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/Analyzer.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SmallSet.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/TypeInsnNode.java
- *
- /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckFieldAdapter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Frame.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckMethodAdapter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/SimpleRemapper.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/AnnotationNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/FieldVisitor.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Context.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/TraceMethodVisitor.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Handler.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/MethodNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/InsnList.java
- *
- /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/MethodWriter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureWriter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Item.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Edge.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/ClassVisitor.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/FrameNode.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/optimizer/ConstantPool.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/Opcodes.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/util/CheckClassAdapter.java
- * /asm-5-0-4-sources-6-jar/org/objectweb/asm/signature/SignatureVisitor.java

1.181 python-pip 25.1.1

1.181.1 Available under license :

A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes

2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

Footnotes:

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
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```
<one line to give the program's name and a brief idea of what it does.>  
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```
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```

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<signature of Ty Coon>, 1 April 1989
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1.183 easymock 3.1

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1.184 gson 2.10.1

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Manifest-Version: 1.0
Created-By: 11.0.16.1 (Azul Systems, Inc.)
Build-Jdk-Spec: 11
Bnd-LastModified: 1673019830620
Bundle-ContactAddress: <https://github.com/google/gson>
Bundle-Description: Gson JSON library
Bundle-Developers: google;organization=Google;organizationUrl="https://www.google.com"
Bundle-DocURL: <https://github.com/google/gson/gson>
Bundle-License: "Apache-2.0";link="https://www.apache.org/licenses/LICENSE-2.0.txt"
Bundle-ManifestVersion: 2
Bundle-Name: Gson
Bundle-RequiredExecutionEnvironment: JavaSE-1.7, JavaSE-1.8
Bundle-SCM: url="https://github.com/google/gson/gson/",connection="scm:git:https://github.com/google/gson.git/gson",developer-connection="scm:git:git@github.com:google/gson.git/gson",tag="gson-parent-2.10.1"
Bundle-SymbolicName: com.google.gson
Bundle-Vendor: Google Gson Project
Bundle-Version: 2.10.1
Export-Package: com.google.gson;uses:="com.google.gson.reflect,com.google.gson.stream";version="2.10.1",com.google.gson.annotations;version="2.10.1",com.google.gson.reflect;version="2.10.1",com.google.gson.stream;version="2.10.1"
Import-Package: sun.misc;resolution:=optional,com.google.gson.annotations
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"
Tool: Bnd-6.4.0.202211291949
Multi-Release: true

Found in path(s):

* /gson-2-10-1-jar/META-INF/MANIFEST.MF

1.185 log4j-api 2.23.1

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1.186 netty-codec-http 4.1.125.Final

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1.187 netty 4.2.5.Final

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....

ASM: a very small and fast Java bytecode manipulation framework

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1.189 jakarta-ws-rs-api 3.1.0

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1.190 urllib3 1.26.20

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1.191 commons-dbcp 2.13.0

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1.192 javax-activation 2.1.2

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1.193 python-certifi 2025.01.31

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1.194 commons-codec 1.16.1

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/PrettyPrintWriter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/SecurityUtils.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/AttributeNameIterator.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/JavaClassConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ArrayTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ExplicitTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/NullPermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/RegExpTypePermission.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/NoPermission.java
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* Created on 01. October 2004 by James Strachan
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/QNameMap.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/Xpp3Dom.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/SerializationMethodInvoker.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/SequenceGenerator.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/AnnotationConfiguration.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDomWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XomWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDomReader.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/ShortConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/DoubleConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/FloatConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/CharConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/LambdaMapper.java
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* Created on 01. March 2013 by Joerg Schaible, moved from package
* com.thoughtworks.xstream.converters.reflection.
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/SelfStreamingInstanceChecker.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/DependencyInjectionFactory.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/CharsetConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamConverters.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/json/JsonHierarchicalStreamDriver.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriterHelper.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamWriter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/SerializableConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/ClassAliasingMapper.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/InitializationException.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/PeriodConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/MonthDayConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/DurationConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/KXml2Driver.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Xpp3Driver.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JXmlWriter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ArrayIterator.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabeen/NativePropertySorter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabeen/PropertySorter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabeen/ComparingPropertySorter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdUnmarshaller.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ReferenceByIdMarshaller.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/ObjectAccessException.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/AbstractTreeMarshallingStrategy.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/AbstractReferenceUnmarshaller.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/CGLIBProxyTypePermission.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ProxyTypePermission.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/NullConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ClassLoaderReference.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XppReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/LocalConversionMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDriver.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/copy/HierarchicalStreamCopier.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/PrimitiveTypePermission.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/RegexPatternConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalDoubleConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/AbstractChronoLocalDateConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ThaiBuddhistDateConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/WeekFieldsConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ValueRangeConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/JapaneseDateConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/MinguoDateConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/AnnotationMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ErrorHandler.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ClassLoaderReference.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/XStreamException.java

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jar/com/thoughtworks/xstream/converters/extended/ISO8601SqlTimestampConverter.java

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jar/com/thoughtworks/xstream/converters/extended/ISO8601GregorianCalendarConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/TreeUnmarshaller.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ChronologyConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/XStream12FieldKeySorter.java

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Found in path(s):

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DocumentWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DocumentReader.java
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```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Pool.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ISO8601JodaTimeConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/PresortedSet.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XomReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DomDriver.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/SystemAttributeAliasingMapper.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/AbstractAttributeAliasingMapper.java
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c.t.x.converters.reflection.SerializationMemberInvoker.

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabean/BeanProvider.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/WeakCache.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/CharArrayConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabean/JavaBeanProvider.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/AbstractFilePersistenceStrategy.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/TextAttributeConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/TypeHierarchyPermission.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/CannotResolveClassException.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/Sun14ReflectionProvider.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicReferenceConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ThreadSafeSimpleDateFormat.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/ArrayMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/LocaleConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/FilePersistenceStrategy.java
```

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* Created on 24. December 2006 by Guilherme Silveira  
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Found in path(s):

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamAsAttribute.java
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Found in path(s):

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/DurationConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/XmlHeaderAwareReader.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/XmlFriendlyMapper.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamImplicitCollection.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XStream11XmlFriendlyReplacer.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/TreeMapConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/DynamicProxyMapper.java
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* Created on 14. August 2009 by Joerg Schaible
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/NameCoder.java
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* Created on 12.10.2010 by Joerg Schaible, extracted from TreeMapConverter.
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/PresortedMap.java
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* Created on 11. August 2011 by Joerg Schaible, code from XppDom.
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/XppFactory.java

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* Created on 10. May 2004 by Joe Walnes

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/package.html

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/package.html

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/ThrowableConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/PropertyEditorCapableConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/Caching.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ObjectIdDictionary.java
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Found in path(s):
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/SingleValueConverterWrapper.java

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 * Created on 10. April 2007 by Guilherme Silveira
 */
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKey.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/XmlArrayList.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/DateConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/URLConverter.java

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 * Created on 08. January 2014 by Joerg Schaible, renamed from Sun14ReflectionProvider
 */
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/SunUnsafeReflectionProvider.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/binary/ReaderDepthState.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/binary/BinaryStreamWriter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XStream11NameCoder.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/NoNameCoder.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/StaticNameCoder.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/naming/NameCoderWrapper.java
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Found in path(s):
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/javabean/BeanProperty.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/BooleanConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicLongConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/AtomicIntegerConverter.java

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* Created on 11. August 2005 by Mauro Talevi

*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamContainedType.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/Annotations.java

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* Created on 02. January 2021 by Joerg Schaible

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/MXParserDomDriver.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/PrioritizedList.java

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* Created on 15. February 2006 by Mauro Talevi

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/AbstractSingleValueConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/SingleValueConverter.java

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* Created on 16. September 2005 by Mauro Talevi

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamConverter.java

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*

* Created on 10. April 2007 by Guilherme Silveira

*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/SortableFieldKeySorter.java

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* Created on 01. October 2003 by Joe Walnes

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/ColorConverter.java

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* Created on 07. March 2004 by Joe Walnes

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/DomReader.java

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* Created on 26. September 2007 by Joerg Schaible

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyWriter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReader.java

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* Created on 14. August 2004 by Joe Walnes

*/

/**

* A SAX {@link org.xml.sax.XMLReader parser} that acts as an XStream

* {@link com.thoughtworks.xstream.io.HierarchicalStreamWriter} to enable direct generation of a

* SAX event flow from the XStream serialization of a list of list of Java objects.

* <p>

* As a

* custom SAX parser, this class ignores the arguments of the two standard parse methods ({@link #parse(java.lang.String)}

* and {@link #parse(org.xml.sax.InputSource)}) but relies on a proprietary SAX property

* {@link #SOURCE_OBJECT_LIST_PROPERTY} to define the list of objects to serialize.

* </p>

* <p>

* Configuration of this SAX parser is achieved through the standard

* {@link #setProperty SAX property mechanism}. While specific setter methods require direct

* access to the parser instance, SAX properties support configuration settings to be propagated

* through a chain of {@link org.xml.sax.XMLFilter filters} down to the underlying parser

```

* object.
* </p>
* <p>
* This mechanism shall be used to configure the
* {@link #SOURCE_OBJECT_LIST_PROPERTY} objects to be serialized} as well as the
* {@link #CONFIGURED_XSTREAM_PROPERTY} XStream facade}.
* </p>
*
* @author Laurent Bihanic
*/
/**
 * Sets the value of a property.
 * <p>
 * The property name is any fully-qualified URI. It is
 * possible for an XMLReader to recognize a property name but
 * to be unable to set its value.</p>
 * <p>
 * XMLReaders are not required to recognize setting any
 * specific property names, though a core set is provided with
 * SAX2.</p>
 *
 * <p>
 * Some property values may be immutable or mutable only
 * in specific contexts, such as before, during, or after
 * a parse.</p>
 * <p>
 * This method is also the standard mechanism for setting
 * extended handlers.</p>
 * <p>
 * <strong>Note</strong>: This implementation only supports two
 * (proprietary) properties: {@link #CONFIGURED_XSTREAM_PROPERTY}
 * and {@link #SOURCE_OBJECT_LIST_PROPERTY}.</p>
 *
 * @param name the property name, which is a fully-qualified URI.
 * @param value the requested value for the property.
 * @throws SAXNotRecognizedException when the XMLReader does not
 * recognize the property name.
 * @throws SAXNotSupportedException when the XMLReader recognizes
 * the property name but cannot set
 * the requested value.
 * @see #getProperty
 */
/**
 * Parses an XML document
 * from a system identifier (URI).
 * <p>
 * This method is a shortcut for the common case of reading a
 * document from a system identifier. It is the exact

```

```

* equivalent of the following:</p>
* <blockquote>
* <pre>
*   parse(new InputSource(systemId));
* </pre>
* </blockquote>
* <p>
* If the system identifier is a URL, it must be fully resolved
* by the application before it is passed to the parser.</p>
* <p>
* <strong>Note</strong>: As a custom SAX parser, this class
* ignores the <code>systemId</code> argument of this method
* and relies on the proprietary SAX property
* {@link #SOURCE_OBJECT_LIST_PROPERTY}) to define the list of
* objects to serialize.</p>
*
* @param systemId the system identifier (URI).
* @throws SAXException Any SAX exception, possibly wrapping
*         another exception.
* @see #parse(org.xml.sax.InputSource)
*/

```

Found in path(s):

```

*
/xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/SaxWriter.java
No license file was found, but licenses were detected in source scan.

```

```

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* Created on 07. March 2004 by Joe Walnes
*/

```

Found in path(s):

```

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/HierarchicalStreamDriver.java
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* Created on 03. December 2013 by Joerg Schaible
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/NamedArrayConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory15.java
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* Created on 29. April 2009 by Joerg Schaible
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/WstxDriver.java
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* Created on 11. August 2011 by Joerg Schaible.
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/XppDomComparator.java
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* Created on 29. September 2004 by James Strachan
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/StaxDriver.java
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* Created on 24. February 2016 by Joerg Schaible, factored out of ConversionException.
*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ErrorWritingException.java
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* Created on 01. December 2006 by Joerg Schaible
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamImplicit.java
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* Created on 30. July 2011 by Joerg Schaible

*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/ToAttributedValueConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamInclude.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/NativeFieldKeySorter.java

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* Created on 04. June 2006 by Mauro Talevi

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXmlReader.java

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* Created on 08. January 2014 by Joerg Schaible

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/ForbiddenClassException.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/UnmarshallingContext.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Base64Encoder.java

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Found in path(s):

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Types.java
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```

Found in path(s):

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/MarshallingStrategy.java
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Found in path(s):

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/CompactWriter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/json/JettisonStaxWriter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/HierarchicalStreams.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/WildcardTypePermission.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ConverterMatcher.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/AbstractXppDomDriver.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Xpp3DomDriver.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/KXml2DomDriver.java

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* Created on 12. August 2017 by Joerg Schaible

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Base64JAXBCodec.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/Base64JavaUtilCodec.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/StringCodec.java

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* Created on 10. April 2007 by Guilherme Silveira

*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldKeySorter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/ImmutableFieldKeySorter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/StringConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/FileConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/JavaMethodConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/WeakHashMapConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyReplacer.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/DefaultMapper.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/TraxSource.java

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* Created on 01. January 2008 by Joerg Schaible

*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ConverterRegistry.java

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

Manifest-Version: 1.0

Archiver-Version: Plexus Archiver

Created-By: Apache Maven

Built-By: joehni

Build-Jdk: 1.8.0_432

Specification-Title: XStream Core

Specification-Vendor: XStream

Implementation-Title: XStream Core

Implementation-Version: 1.4.21

Implementation-Vendor-Id: com.thoughtworks.xstream

Implementation-Vendor: XStream

Bundle-License: BSD-3-Clause

Bundle-ManifestVersion: 2

Bundle-Name: XStream Core Sources

Bundle-SymbolicName: xstream.sources
Bundle-Vendor: XStream Sources
Bundle-Version: 1.4.21
Eclipse-SourceBundle: xstream;version=1.4.21
Specification-Version: 1.4
X-Build-Os: Linux
X-Build-Time: 2024-11-07T19:13:18Z
X-Builder: Maven 3.9.9
X-Compile-Source: 1.4
X-Compile-Target: 1.4

Found in path(s):

* /xstream-1-4-21-sources-jar/META-INF/MANIFEST.MF

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* Created on 13. June 2006 by Guilherme Silveira

*/

Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/FileStreamStrategy.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/StreamStrategy.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/XStreamer.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamOmitField.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/EncodedByteArrayConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Writer.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/JDom2Reader.java
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* Created on 29. September 2004 by James Strachan
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/StaxReader.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/CustomObjectOutputStream.java
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* Created on 13. January 2017 by Matej Cimbor
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/ZonedDateTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/OffsetDateTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/LocalDateTimeConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/LocalTimeConverter.java

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```

Found in path(s):

`/xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/json/AbstractJsonWriter.java`

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```

Found in path(s):

`/xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/NamedMapConverter.java`

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Found in path(s):

`/xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ThreadSafePropertyEditor.java`

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/CollectionConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/MapperWrapper.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/YearMonthConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/YearConverter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/OffsetTimeConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/Converter.java
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```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ErrorWriter.java
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```

Found in path(s):

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/xppdom/Xpp3DomBuilder.java
```

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/Dom4JWriter.java
```

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 * Created on 20. February 2006 by Mauro Talevi
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/AttributeMapper.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/ByteConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/StatefulWriter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/JVM.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/DataHolder.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/FastStack.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/CachingMapper.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/XStream.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/time/JapaneseEraConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/PureJavaReflectionProvider.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldDictionary.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/GregorianCalendarConverter.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/ISO8601JavaTimeConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/XStreamAlias.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/AbstractDriver.java

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jar/com/thoughtworks/xstream/converters/reflection/SunLimitedUnsafeReflectionProvider.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/MapConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/ReferenceByXPathUnmarshaller.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/UseAttributeForEnumMapper.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XmlFriendlyNameCoder.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/CGLIBEnhancedConverter.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/ElementIgnoringMapper.java
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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/ExtendedHierarchicalStreamReader.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/MissingFieldException.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/NamedCollectionConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/MarshallingContext.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/BigIntegerConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/BigDecimalConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/LongConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/basic/URIConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/PersistenceStrategy.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/binary/BinaryStreamDriver.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/enums/EnumToStringConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/AnnotationProvider.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/annotations/AnnotationReflectionConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/json/JsonHierarchicalStreamWriter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/ConversionException.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/persistence/XmlMap.java

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Found in path(s):

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalIntConverter.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/OptionalLongConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/MXParserDriver.java

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Found in path(s):

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil14.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/reflection/FieldUtil15.java
```

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/StackTraceElementFactory.java
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```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/enums/EnumMapConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/DefaultConverterLookup.java
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Found in path(s):

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/SqlDateConverter.java
```

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/SqlTimeConverter.java
```

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/CurrencyConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/StandardStaxDriver.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/extended/LookAndFeelConverter.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/binary/Token.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/mapper/EnumMapper.java

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Found in path(s):

```
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XppDomReader.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/xml/XppDomWriter.java
* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/io/path/PathTracker.java
```

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/enums/EnumSetConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/MemberStore.java

* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/core/util/MemberDictionary.java

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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/converters/collections/SingletonCollectionConverter.java
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* /xstream-1-4-21-sources-jar/com/thoughtworks/xstream/security/AbstractSecurityException.java

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1.198 log4j-slf4j2-impl 2.23.1

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4.1.125.Final

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1.202 platformdirs 4.2.2

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1.203 netty-codec-stomp 4.1.125.Final

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1.204 netty-transport 4.2.5.Final

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```
<?xml version="1.0" encoding="UTF-8"?>
```

Found in path(s):

* /netty-transport-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport/pom.xml

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```
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/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-
jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-
jar/io/netty/channel/socket/oio/OioSocketChannel.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-
jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-
jar/io/netty/channel/socket/oio/package-info.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-
jar/io/netty/channel/socket/package-info.java/*
/opt/cola/permits/2616834172_1758691644.7507727/0/netty-transport-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):

*

1.205 bcutil-jdk18on 1.78.1

1.205.1 Available under license :

MIT

1.206 zstd-jni 1.5.6-4

1.206.1 Available under license :

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

Found in path(s):

*

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

Manifest-Version: 1.0

Specification-Title: zstd-jni

Specification-Version: 1.5.6-4

Specification-Vendor: com.github.luben

Implementation-Title: zstd-jni

Implementation-Version: 1.5.6-4

Implementation-Vendor: com.github.luben

Implementation-Vendor-Id: com.github.luben

Automatic-Module-Name: com.github.luben.zstd_jni

Bnd-LastModified: 1721499007163

Bundle-Name: zstd-jni

Bundle-SymbolicName: com.github.luben.zstd-jni

Bundle-Description: JNI bindings for Zstd native library that provides fast and high compression lossless algorithm for Java and all JVM languages.

Bundle-Vendor: com.github.luben

Bundle-License: <https://opensource.org/licenses/BSD-2-Clause>;description=BSD 2-Clause License

Bundle-Version: 1.5.6.4

Bundle-ManifestVersion: 2

Bundle-NativeCode: darwin/x86_64/libzstd-jni-1.5.6-4.dylib;osname=MacOS;osname=MacOSX;processor=x86_64,darwin/aarch64/libzstd-jni-1.5.6-4.dylib;osname=MacOS;osname=MacOSX;processor=aarch64,freebsd/amd64/libzstd-jni-1.5.6-4.so;osname=FreeBSD;processor=amd64,freebsd/i386/libzstd-jni-1.5.6-4.so;osname=FreeBSD;processor=i386,linux/aarch64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=aarch64,linux/amd64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=amd64,linux/arm/libzstd-jni-1.5.6-4.so;osname=Linux;processor=arm,linux/i386/libzstd-jni-1.5.6-4.so;osname=Linux;processor=i386,linux/mips64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=mips

```

64,linux/loongarch64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=loong
garch64,linux/ppc64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=ppc64
,linux/ppc64le/libzstd-jni-1.5.6-4.so;osname=Linux;processor=ppc64le,li
nux/riscv64/libzstd-jni-1.5.6-4.so;osname=Linux;processor=riscv64,linux
/s390x/libzstd-jni-1.5.6-4.so;osname=Linux;processor=s390x,win/amd64/li
bzstd-jni-1.5.6-4.dll;osname=Win32;processor=amd64,win/aarch64/libzstd-
jni-1.5.6-4.dll;osname=Win32;processor=aarch64,win/x86/libzstd-jni-1.5.
6-4.dll;osname=Win32;processor=x86
Export-Package:
  com.github.luben.zstd;version="1.5.6.4",com.github.luben
.zstd.util;version="1.5.6.4"
Import-Package: org.osgi.framework;resolution:=optional
Private-Package: darwin.aarch64,darwin.x86_64,freebsd.amd64,freebsd.i386
,linux.aarch64,linux.amd64,linux.arm,linux.i386,linux.loongarch64,linux
.mips64,linux.ppc64,linux.ppc64le,linux.riscv64,linux.s390x,win.aarch64
,win.amd64,win.x86
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version>=1.8))"

```

Found in path(s):

* /zstd-jni-1-5-6-4-5-jar/META-INF/MANIFEST.MF

1.207 netty-transport-classes-epoll 4.2.5.Final

1.207.1 Available under license :

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

```

/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-jar/META-
INF/native-image/io.netty.netty-transport-classes-epoll/native-image.properties# Copyright 2023 The Netty Project
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/AbstractEpollChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/AbstractEpollServerChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/Epoll.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollChannelOption.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollDatagramChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollDatagramChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollDomainDatagramChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-

```

jar/io/netty/channel/epoll/EpollDomainDatagramChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollEventArray.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollEventLoop.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollEventLoopGroup.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollIoEvent.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollIoHandle.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollIoHandler.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollIoOps.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollMode.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollServerChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollServerSocketChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollSocketChannel.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollSocketChannelConfig.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/EpollTcpInfo.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/LinuxSocket.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/Native.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/NativeArrays.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/NativeDatagramPacketArray.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-

```
jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/SegmentedDatagramPacket.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/TcpMd5Util.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/VSocketAddress.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-
jar/io/netty/channel/epoll/package-info.java/*
/opt/cola/permits/2616834092_1758691633.6038437/0/netty-transport-classes-epoll-4-2-5-final-sources-jar/module-
info.yml#
-----
```

Found in path(s):

*

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

```
<?xml version="1.0" encoding="UTF-8"?>
```

Found in path(s):

* /netty-transport-classes-epoll-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-classes-epoll/pom.xml

1.208 gdbm 1.26-r0

1.208.1 Available under license :

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Version 3, 29 June 2007

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d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge.

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e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

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1.210 jetty-security 12.0.22

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Bundle-Name: Core :: IO
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Import-Package: org.slf4j;version="[1.7,3.0)",java.io,java.lang,java.lang.invoke,java.lang.reflect,java.lang.runtime,java.net,java.nio,java.nio.channels,java.nio.charset,java.nio.file,java.security.cert,java.time,java.time.format,java.time.temporal,java.util,java.util.concurrent,java.util.concurrent.atomic,java.util.concurrent.locks,java.util.function,java.util.stream,javax.net.ssl,org.eclipse.jetty.jmx;version="[12.0.22,13)";resolution:=optional,org.eclipse.jetty.util;version="[12.0.22,13)",org.eclipse.jetty.util.annotation;version="[12.0.22,13)",org.eclipse.jetty.util.component;version="[12.0.22,13)",org.eclipse.jetty.util.resource;version="[12.0.22,13)",org.eclipse.jetty.util.ssl;version="[12.0.22,13)",org.eclipse.jetty.util.statistic;version="[12.0.22,13)",org.eclipse.jetty.util.thread;version="[12.0.22,13)",org.eclipse.jetty.util.thread.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",org.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

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1.211 javax-persistence-api 2.2

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/javax-persistence-api-2-2-sources-5-jar/javax/persistence/MapKeyClass.java

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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/criteria/Join.java
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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/EntityResult.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/FieldResult.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/spi/PersistenceUnitInfo.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/ColumnResult.java
* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/spi/PersistenceProvider.java
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* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/persistence_2_2.xsd
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*

* Contributors:

* Petros Splinakis - Java Persistence 2.2

* Linda DeMichiel - Java Persistence 2.0 - Version 2.0 (October 1 - 2013)

* Specification available from <http://jcp.org/en/jsr/detail?id=317>

*

*****/

Found in path(s):

* /javax-persistence-api-2-2-sources-5-jar/javax/persistence/AssociationOverride.java

1.212 kryo-parent 4.0.2

1.212.1 Available under license :

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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/IntMap.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/IdentityMap.java

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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/TaggedFieldSerializerConfig.java

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/** A few utility methods for using @link{sun.misc.Unsafe}, mostly for private use.

*

* Use of Unsafe on Android is forbidden, as Android provides only a very limited functionality for this class compared to the JDK

* version.

*

* @author Roman Levenstein <romixlev@gmail.com> */

Found in path(s):

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/UnsafeUtil.java

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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/BeanSerializer.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/ByteBufferOutputStream.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/ObjectMap.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/KryoDataInput.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ClosureSerializer.java

*

/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/ByteBufferOutput.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/AsmCachedFieldFactory.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/UnsafeOutput.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/BlowfishSerializer.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/Generics.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/DefaultClassResolver.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/ClassResolver.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/UnsafeCachedFieldFactory.java

- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/InputChunked.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/FastOutput.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/KryoCopyable.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ObjectField.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/Kryo.java
- *
- /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/ListReferenceResolver.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerGenericsUtil.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/CompatibleFieldSerializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/Serializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerAnnotationsUtil.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/factories/SerializerFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoCallback.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoPoolQueueImpl.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/FastInput.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/UnsafeCacheFields.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/KryoDataOutput.java
- *
- /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/CollectionSerializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/JavaSerializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/AsmCacheFields.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ObjectCachedFieldFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/KryoSerializable.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/SoftReferenceQueue.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/DefaultStreamFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/ExternalizableSerializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/KryoObjectInput.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/IntArray.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/factories/PseudoSerializerFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInput.java
- *
- /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/FastestStreamFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/Output.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/Input.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/Util.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/pool/KryoPool.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/ReferenceResolver.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/OutputChunked.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/UnsafeMemoryInput.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/IdentityObjectIntMap.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInputStream.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/TaggedFieldSerializer.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtil.java
- *
- /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/StreamFactory.java
- * /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/VersionFieldSerializer.java

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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/NotNull.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/DefaultArraySerializers.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/DeflateSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/factories/ReflectionSerializerFactory.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/UnsafeMemoryOutput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/Registration.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/KryoException.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/DefaultSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/MapSerializer.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/DefaultSerializers.java
*
/kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/util/MapReferenceResolver.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/UnsafeInput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/io/KryoObjectOutput.java
* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtilImpl.java
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* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerConfig.java

* /kryo-4-0-2-sources-jar/com/esotericsoftware/kryo/serializers/OptionalSerializers.java

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1.213 netty-codec-http 4.2.5.Final

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/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/META-INF/native-image/io.netty/netty-codec-http/native-image.properties# Copyright 2019 The Netty Project

/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/ClientCookieEncoder.java/*

/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/CombinedHttpHeaders.java/*

/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/ComposedLastHttpContent.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/CompressionEncoderFactory.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/Cookie.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/CookieDecoder.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/CookieUtil.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultCookie.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpRequest.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultFullHttpResponse.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultHttpContent.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultHttpHeaders.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultHttpHeadersFactory.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultHttpMessage.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultHttpRequest.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultHttpResponse.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/DefaultLastHttpContent.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/EmptyHttpHeaders.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/FullHttpMessage.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/FullHttpRequest.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/FullHttpResponse.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpChunkedInput.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpClientCodec.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpClientUpgradeHandler.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpConstants.java/*

/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpContent.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpContentCompressor.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpContentDecoder.java/*
/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/io/netty/handler/codec/http/HttpContentDecompressor.java/*
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/opt/cola/permits/2616834166_1758692203.0103223/0/netty-codec-http-4-2-5-final-sources-jar/module-info.yml#

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* /netty-codec-http-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-http/pom.xml

1.214 apache-log4j 2.23.1

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1.221 jaxb-core 2.3.1

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1.222 ehcache-core 2.10.6

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- * limitations under the License.
- */
- /**
- * Returns a list of all element keys in the cache, whether or not they are expired.
- * <p>
- * The returned keys are unique and can almost be considered a set. See {@link net.sf.ehcache.store.CacheKeySet CacheKeySet} for
- * more details.
- * <p>
- * The List returned is not live. It is a copy.
-
- * <p>
- * The time taken is O(n). For large caches - or caches with high-latency storage this method can take a very long time to complete,
- * may cause timeouts if using features such NonStopCache or transactions, and is not guaranteed to give a consistent view of the
- * cache entry set. Usage is highly discouraged.
- *
- * @return a list of {@link Object} keys
- * @throws IllegalStateException if the cache is not {@link Status#STATUS_ALIVE}
- * @see net.sf.ehcache.store.CacheKeySet
- */

Found in path(s):

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/Cache.java

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 */
```

Found in path(s):

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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/concurrent/ConcurrentHashMap.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/concurrent/LongAdder.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/concurrent/Striped64.java

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*/

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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/PressuredStore.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/RegisteredEventListeners.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/CacheManagerPeerListenerFactory.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/generator/model/NodeElement.java

*

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/XaCommitOutcome.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/MemoryUnit.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/selector/GlassfishSelector.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/SoftLockFactory.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/DevModeClassLoader.java

- * /ehcache-core-2-10-6-sources-

- jar/net/sf/ehcache/config/generator/model/elements/TerracottaConfigConfigurationElement.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/SoftLock.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/EhcacheXAResource.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/PreferredLoaderObjectInputStream.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/SizeOfEngineFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/TransactionManagerLookup.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/CacheWriterConfiguration.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/TerracottaConfiguration.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/Store.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/impl/OrderComparator.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/compound/CopyStrategy.java
- * /ehcache-core-2-10-6-sources-
- jar/net/sf/ehcache/hibernate/strategy/NonStrictReadWriteEhcacheEntityRegionAccessStrategy.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/AbstractTransactionIDFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/ExpiredXidTransactionIDImpl.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/ExecutionHints.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/strategy/EhcacheAccessStrategyFactoryImpl.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/PoolEvictor.java
- *
- /ehcache-core-2-10-6-sources-
- jar/net/sf/ehcache/constructs/nonstop/concurrency/InvalidLockStateAfterRejoinException.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/sampled/SampledEhcacheMBeans.java
- * /ehcache-core-2-10-6-sources-
- jar/net/sf/ehcache/constructs/nonstop/concurrency/LockOperationTimedOutNonstopException.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/constructs/blocking/UpdatingCacheEntryFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/RMIBootstrapCacheLoader.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/CacheEventListenerAdapter.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/UnsafeSizeOf.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/ElementIdAssigningStore.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/cachingtier/CountBasedBackEnd.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/ObjectGraphWalker.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/attribute/KeyObjectAttributeExtractor.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/extended/StandardPassThroughStatistic.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/Ehcache.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/DefaultTransactionManagerLookup.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/XAExecutionListener.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/CacheClusterStateStatisticsListener.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/aggregator/AggregatorInstance.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/compound/ReadWriteSerializationCopyStrategy.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/InternalCacheEventListener.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/Attribute.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/counter/sampled/SampledCounter.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/writebehind/operations/SingleOperation.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/selector/ClassSelector.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/extended/EhcacheQueryBuilder.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/FailSafeTimer.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/FlatStatistics.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/generator/model/AbstractDepthFirstVisitor.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/cluster/NoopCacheCluster.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/management/impl/CacheRegionStats.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/AgentSizeOf.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/TransactionException.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/impl/GroupedResultImpl.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/BruteForceSearchManager.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/expression/AlwaysMatch.java
- * /ehcache-core-2-10-6-sources-
- jar/net/sf/ehcache/config/generator/model/elements/DefaultCacheConfigurationElement.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/MergedEnumeration.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/EhcacheDefaultClassLoader.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/RMICachePeer.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/Constants.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/writebehind/WriteBehindQueue.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/CacheWriter.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/management/api/EhcacheHibernateMBean.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/Result.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/LoaderTimeoutException.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/ProductInfo.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/constructs/blocking/LockTimeoutException.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/TerracottaClientConfiguration.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/JvmInformation.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/beans/DoubleBeanProxy.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/terracotta/TerracottaBootstrapCacheLoaderFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/management/impl/EhcacheHibernateMbeanNames.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/ManualRMICacheManagerPeerProvider.java
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- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/filter/SizeOfFilter.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/CacheStore.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/processor/XARequestProcessor.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/TimeoutBehaviorConfiguration.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/AbstractStore.java

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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/AbstractEhcacheRegionFactory.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/impl/BaseQueryInterpreter.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/XaRollbackOutcome.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/StatisticsGateway.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/concurrent/ReadWriteLockSync.java
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* /ehcache-core-2-10-6-sources-
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/writebehind/WriteBehindManager.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/extended/LatencyImpl.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/LegacyEventMessage.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/constructs/blocking/CacheEntryFactory.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/management/api/EhcacheStats.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/constructs/web/ShutdownListener.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/provider/MBeanRegistrationProviderException.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/management/impl/QueryStats.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/DefaultElementValueComparator.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/sizeof/filter/ResourceSizeOfFilter.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/StoreQuery.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/CacheEventListener.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/disk/DiskSizeOfEngine.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/CacheWriterFactory.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/TimeUtil.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/counter/sampled/SampledRateCounter.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/ccs/EhcacheReadOnlyCache.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/TransactionIDFactory.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/terracotta/TerracottaClient.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/statistics/CoreStatistics.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/LargeSet.java
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* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/bootstrap/BootstrapCacheLoaderFactory.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/AggregateIterator.java
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jar/net/sf/ehcache/config/generator/model/elements/PinningConfigurationElement.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/FactoryConfiguration.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/hibernate/regions/EhcacheGeneralDataRegion.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/MemoryStoreEvictionPolicy.java
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/ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/RmiEventMessage.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/MulticastKeepaliveHeartbeatReceiver.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/ManagementServerLoader.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/MulticastRMICacheManagerPeerProvider.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/PropertyUtil.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/CacheConfigError.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/DeadLockException.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/MemorySizeParser.java
* /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/provider/NullMBeanRegistrationProvider.java
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- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/pool/PoolParticipant.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/TransactionIDImpl.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/local/LocalTransactionContext.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/CacheConfiguration.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/disk/StoreUpdateException.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/CacheManagerEventListener.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/ManagementServer.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/ElementValueComparatorConfiguration.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/config/generator/model/SimpleNodeAttribute.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/cachingtier/HeapCacheBackEnd.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/sampled/SampledCache.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/attribute/AttributeExtractorException.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/event/DelegatingManagementEventSink.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/sampled/SampledCounterProxy.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/concurrent/ConcurrencyUtil.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/CacheManagerPeerProviderFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/loader/CacheLoaderFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/CacheMBean.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/attribute/ReflectionAttributeExtractor.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/attribute/UnknownAttributeException.java

- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/expression/LessThanOrEqual.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/MemoryLimitedCacheLoader.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/provider/MBeanRegistrationProvider.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/LfuPolicy.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/SoftLockManagerImpl.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/management/sampled/LegacyCacheStatistics.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/writer/writebehind/OperationConverter.java
- *
- /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/LargeCollection.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/xa/processor/XARequest.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/MemoryEfficientByteArrayOutputStream.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/util/counter/sampled/SampledRateCounterConfig.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/search/impl/ResultImpl.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/transaction/manager/selector/Selector.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/event/TerracottaCacheEventReplicationFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/distribution/RMIBootstrapCacheLoaderFactory.java
- * /ehcache-core-2-10-6-sources-jar/net/sf/ehcache/store/compound/NullReadWriteCopyStrategy.java

1.223 backports.tarfile 1.2.0

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1.226 platformdirs 4.3.7

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1.229 kryo-parent 4.0.1

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1.231 subzero-core 0.10

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1.232 readline 8.3.1-r0

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in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

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pkgname=spdx-licenses

pkgver=3.27.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"


```

source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkgbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkgbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"

```

```

license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {

```

```

cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
    --build=$CBUILD \
    --host=$CHOST \
    --prefix=/usr \

```

```

--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
    bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
        --build=$CBUILD \  
        --host=$CHOST \  
        --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```
}
```

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source=""
cdefs.h
queue.h
tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

```

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.
 *
 * A tail queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before or
 * after an existing element, at the head of the list, or at the end of
 * the list. A tail queue may be traversed in either direction.
 *
 * A circle queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements
 * can be added to the list before or after
 * an existing element, at the head of the list, or at the end of the list.
 * A circle queue may be traversed in either direction, but has a more

```



```

* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)

```

```

#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
    } \
} while (0)

```

```

    curelm->field.sle_next = \
        curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
    (var) != LIST_END(head); \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (0)

```

```

    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#ifdef QUEUEDEBUG
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
    if ((head)->lh_first && \
        (head)->lh_first->field.le_prev != &(head)->lh_first) \
        QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
    if ((elm)->field.le_next && \
        (elm)->field.le_next->field.le_prev != \
        &(elm)->field.le_next) \
        QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.le_prev != (elm)) \
        QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
    (elm)->field.le_next = (void *)1L; \
    (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm, field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
        &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \

```

```

(elm)->field.le_next = (listelm); \
*(listelm)->field.le_prev = (elm); \
(listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
    = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

```

```

}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/)

```

```
#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
        (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
         == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)
```

```
#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
     NULL : \
     ((struct type \
      *) (void *) \
      ((char *)((head)->sqh_last) - offsetof(struct type, field))))
```

```
/*
```

```
* Tail queue definitions.
```

```
*/
```

```
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
```

```

#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}

#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */

#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.

```



```

*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,
elm, field) \
if ((head)->tqh_first && \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
    (elm)->field.tqe_next->field.tqe_prev != \
    &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
    QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
    (head)->tqh_last != &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
        (head), (elm), __FILE__, \
        __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
} while (0)

```

```

else    \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm);    \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
    QUEUEDEBBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm);    \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head))    \
    (elm)->field.tqe_next->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else    \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm);    \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm);    \
    *(listelm)->field.tqe_prev = (elm);    \
    (listelm)->field.tqe_prev
= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
    (elm)->field.tqe_next->field.tqe_prev = \
        (elm)->field.tqe_prev; \
    else    \
    (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

```

```

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \

```

```

(var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)

```

```

{
__asm __volatile("" : "+r" (__x));
return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /*

```

```

first element */ \
struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \

```

```

(elm)->field.cqe_next = (head)->cqh_first; \
(elm)->field.cqe_prev = CIRCLEQ_END(head); \
if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm); \
else \
    (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
        (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) \
    = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) = ((var)->field.cqe_prev))

```



```

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif
#endif

```

```

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

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```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*/

```

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
    ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
     (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
    struct name { \

```

```

struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \

```

```

    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

```

/* Generates prototypes and inline functions */

```

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
\
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

```

```

/* Main splay operation.
* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if(__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field);\
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
} \

```

```

return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field); \
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field); \
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field); \
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field); \
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\

```



```

__left = __right = &__node;  \
\
while (1) {  \
    if (__comp < 0) {  \
        __tmp = SPLAY_LEFT((head)->sph_root, field); \
        if (__tmp == NULL)  \
            break;  \
        if (__comp < 0){  \
            SPLAY_ROTATE_RIGHT(head, __tmp, field); \
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                break;  \
        }  \
        SPLAY_LINKLEFT(head, __right, field); \
    } else if (__comp > 0) {  \
        __tmp = SPLAY_RIGHT((head)->sph_root, field); \
        if (__tmp == NULL)  \
            break;  \
        if (__comp > 0) {  \
            SPLAY_ROTATE_LEFT(head, __tmp, field); \
            if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                break;  \
        }  \
        SPLAY_LINKRIGHT(head, __left, field); \
    }  \
}  \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)  \
    for ((x) = SPLAY_MIN(name, head);  \
        (x) != NULL;  \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)  \

```

```

struct name {
    \
    struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{
    NULL }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \

```

```

RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
} \
RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
else \
RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
(head)->rbh_root = (tmp); \
RB_LEFT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
(tmp) = RB_LEFT(elm, field); \
if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
!= NULL) { \
RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
} \
RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
else \
RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
(head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
attr void name##_RB_INSERT_COLOR(struct name *, struct \
type *); \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \

```

```

attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *); \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *); \
attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
* Moves node close to the key of elm to top
*/

#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
    struct type \
    *parent, *gparent, *tmp; \
    while ((parent = RB_PARENT(elm, field)) != NULL && \
        RB_COLOR(parent, field) == RB_RED) { \
        gparent = RB_PARENT(parent, field); \
        if (parent == RB_LEFT(gparent, field)) { \
            tmp = RB_RIGHT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_RIGHT(parent, field) == elm) { \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \
            RB_ROTATE_RIGHT(head, gparent, tmp, field); \
        } else { \
            tmp = RB_LEFT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \

```

```

    if (RB_LEFT(parent, field) == elm)
    { \
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp = parent; \
        parent = elm; \
        elm = tmp; \
    } \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_LEFT(head, gparent, tmp, field);\
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK;\
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
                RB_COLOR(parent, field) = RB_BLACK; \
            }

```

```

    if (RB_RIGHT(tmp, field)) \
        RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field);\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \
            RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
            struct type *oright; \
            if ((oright = RB_RIGHT(tmp, field)) \
                != NULL) \
                RB_COLOR(oright, field) = RB_BLACK;\
            RB_COLOR(tmp, field) = RB_RED; \
            RB_ROTATE_LEFT(head, tmp, oright, field);\
            tmp = RB_LEFT(parent, field); \
        } \
        RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
        RB_COLOR(parent, field) = RB_BLACK; \
        if (RB_LEFT(tmp, field)) \
            RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        elm = RB_ROOT(head); \
        break; \
    } \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \

```

```

name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head) \
= child; \
        if (RB_PARENT(elm, field) == old) \
            parent = elm; \
        (elm)->field = (old)->field; \
        if (RB_PARENT(old, field)) { \
            if (RB_LEFT(RB_PARENT(old, field), field) == old)\
                RB_LEFT(RB_PARENT(old, field), field) = elm;\
            else \
                RB_RIGHT(RB_PARENT(old, field), field) = elm;\
            RB_AUGMENT(RB_PARENT(old, field)); \
        } else \
            RB_ROOT(head) = elm; \
        RB_PARENT(RB_LEFT(old, field), field) = elm; \
        if (RB_RIGHT(old, field)) \
            RB_PARENT(RB_RIGHT(old, field), field) = elm; \
        if (parent) { \
            left = parent; \
            do { \
                RB_AUGMENT(left); \
            } while ((left = RB_PARENT(left, field)) != NULL); \
        } \
        goto color; \
    }

```

```

} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,

```



```

elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \

```

```

if (RB_RIGHT(elm, field)) { \
    elm = RB_RIGHT(elm, field); \
    while (RB_LEFT(elm, field)) \
        elm = RB_LEFT(elm, field); \
} else { \
    if (RB_PARENT(elm, field) && \
        (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else { \
        while (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \

```

```

if (val < 0)    \
    tmp = RB_LEFT(tmp, field); \
else          \
    tmp = RB_RIGHT(tmp, field); \
}            \
return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
    for ((x) = RB_MIN(name, head); \
        (x) != NULL; \
        (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
    for ((x) = (y); \
        ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
        (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
    for ((x) = RB_MIN(name, head); \
        ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
        (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
    for ((x) = RB_MAX(name, head); \
        (x) != NULL; \
        (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
    for ((x) = (y); \
        ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
        (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,

```

```

head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
(The MIT License)

```

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Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

subpackages="\$pkgname-pyc"

source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-\$pkgver.tar.gz"

builddir="\$srcdir/\$_pkgname-\$pkgver"

```
build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}
```

```
check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}
```

```

}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.233 springdoc-openapi-starter-webmvc-api

2.1.0

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1.234 python-pip 25.0.1

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Packager: bdist_wheel
Root-Is-Purelib: true

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python

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0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
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This is a bundle of X.509 certificates of public Certificate Authorities (CA). These were automatically extracted from Mozilla's root certificates file (certdata.txt). This file can be found in the mozilla source tree: <https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt> It contains the certificates in PEM format and therefore can be directly used with curl / libcurl / php_curl, or with an Apache+mod_ssl webserver for SSL client authentication. Just configure this file as the SSLCACertificateFile.#

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- Chris McDonough, 2011/02/16

- Wichert Akkerman, 2012/02/02

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A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting
Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands
as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see <http://www.zope.com>). In 2001, the Python Software
Foundation (PSF, see <http://www.python.org/psf/>) was formed, a

non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes

2.6.5	2.6.4	2010	PSF	yes
2.7	2.6	2010	PSF	yes

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

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2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes

2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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1.235 bcprov-jdk18on 1.78.1

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```
/**
 * Contains the polynomial classes used in the NTRU round 3 algorithm.
 *
 * <p>
 * This implementation is based on the C reference implementation submitted for the round 3 NIST PQC
 * competition,
 * released under CC0-1.0 license.
 * </p>
 *
 * <p><a href="https://csrc.nist.gov/CSRC/media/Projects/post-quantum-cryptography/documents/round-
 * 3/submissions/NTRU-Round3.zip">NIST submission files</a></p>
 * <p><a href="https://github.com/jschanck/ntru/blob/master/LICENSE">License of reference
 * implementation</a></p>
 */
```

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* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/pqc/math/ntru/package-info.java

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```
/**
 * An implementation of <a href="https://tools.ietf.org/html/rfc7253">RFC 7253 on The OCB
 * Authenticated-Encryption Algorithm</a>. For those still concerned about the original patents
 * around this, please see:
 * <p>
 * https://mailarchive.ietf.org/arch/msg/cfrg/qLTveWOdTJcLn4HP3ev-vrj05Vg/
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 * While I have been telling people this for quite some time, I don't
 * think I ever made a proper announcement to the CFRG or on the
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```


* </blockquote>

*/

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/**

* SPHINCS-256 signer.

* <p>

* This implementation is heavily based on the reference implementation in SUPERCOP, the main difference being
the digests used

* for message hashing and tree construction are now configurable (within limits...) and that the implementation
produces

* detached signatures.

* </p>

* <p>

* The SPHINCS reference implementation is public domain, as per the statement in the second last paragraph of
* section 1 in <https://eprint.iacr.org/2014/795.pdf>
* </p>
*/

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// now keep space is free to use

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/**

* Magic value for proprietary OpenSSH private key.
**/

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* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/crypto/util/OpenSSHPrivateKeyUtil.java
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/**

* Poly1305 message authentication code, designed by D. J. Bernstein.
* <p>
* Poly1305 computes a 128-bit (16 bytes) authenticator, using a 128 bit nonce and a 256 bit key
* consisting of a 128 bit key applied to an underlying cipher, and a 128 bit key (with 106
* effective key bits) used in the authenticator.
* <p>
* The polynomial calculation in this implementation is adapted from the public domain <a
* href="https://github.com/floodyberry/poly1305-donna">poly1305-donna-unrolled C implementation
* by Andrew M (@floodyberry).
* @see Poly1305KeyGenerator
*/

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* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/crypto/mac/Poly1305.java
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public DomainParameters(BigInteger p, BigInteger g, BigInteger q, BigInteger j,

Found in path(s):

* /bcprov-jdk18on-1-78-1-sources-1-jar/org/bouncycastle/asn1/x9/DomainParameters.java
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/**

* The NTRU algorithm based on the round 3 submission of the NIST post-quantum cryptography. For the old

NTRU, see

* {@link org.bouncycastle.pqc.legacy.crypto.ntru}.

*

* <p>

* This implementation is based on the C reference implementation submitted for the round 3 NIST PQC competition,

* released under CC0-1.0 license.

* </p>

*

* <p>NIST submission files</p>

* <p>License of reference implementation</p>

*

* @see NIST round 3 PQC submissions page

* @see NTRU website

* @see NTRU specification

*/

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1.236 openssl 3.5.4-r0

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1.238 c-ares 1.34.5-r0

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1.239 minlog 1.3.0

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1.242 grpc-api 1.66.0

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1.244 pyparsing 3.2.3

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1.245 simpleclient 0.16.0

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1.246 sh 1.14.3

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1.247 error_prone_annotations 2.18.0

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Found in path(s):

* /error-prone-annotations-2-18-0-jar/META-INF/maven/com.google.errorprone/error_prone_annotations/pom.xml

1.248 error_prone_annotations 2.38.0

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Found in path(s):

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/ThreadSafeTypeParameter.java
* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/ImmutableTypeParameter.java

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- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/NoAllocation.java
- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/concurrent/LockMethod.java

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- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/Modifier.java
- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/InlineMeValidationDisabled.java
- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/InlineMe.java

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- * /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/DoNotCall.java

```
* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/concurrent/GuardedBy.java
* /error-prone-annotations-2-38-0-sources-
jar/com/google/errorprone/annotations/OverridingMethodsMustInvokeSuper.java
*
/error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/CheckReturnValue.java
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```
* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/RestrictedApi.java
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* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/CompatibleWith.java
* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/FormatString.java
*
/error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/FormatMethod.java
* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/MustBeClosed.java
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* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/ThreadSafe.java

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* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/Immutable.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/Var.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/concurrent/LazyInit.java

*

/error-prone-annotations-2-38-0-sources-jar/module-info.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/SuppressPackageLocation.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/IncompatibleModifiers.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/ForOverride.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/RequiredModifiers.java

* /error-prone-annotations-2-38-0-sources-jar/com/google/errorprone/annotations/CompileTimeConstant.java

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1.249 netty-transport-classes-epoll

4.1.125.Final

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1.250 netty-resolver 4.1.125.Final

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1.251 truststore 0.10.0

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1.252 jaxb-core 4.0.2

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* Project home: <https://projects.eclipse.org/projects/ee4j.jaxb-impl>

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Source Code

The project maintains the following source code repositories:

- * <https://github.com/eclipse-ee4j/jaxb-ri>
- * <https://github.com/eclipse-ee4j/jaxb-istack-commons>
- * <https://github.com/eclipse-ee4j/jaxb-dtd-parser>
- * <https://github.com/eclipse-ee4j/jaxb-fi>
- *
- <https://github.com/eclipse-ee4j/jaxb-stax-ex>
- * <https://github.com/eclipse-ee4j/jax-rpc-ri>

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Apache Felix (1.2.0)

* License: Apache License, 2.0

args4j (2.33)

* License: MIT License

dom4j (1.6.1)

* License: Custom license based on Apache 1.1

file-management (3.0.0)

* License: Apache-2.0

* Project: <https://maven.apache.org/shared/file-management/>

* Source:

<https://svn.apache.org/viewvc/maven/shared/tags/file-management-3.0.0/>

JUnit (4.12)

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maven-compat (3.5.2)

* License: Apache-2.0

* Project: <https://maven.apache.org/ref/3.5.2/maven-compat/>

* Source:

<https://mvnrepository.com/artifact/org.apache.maven/maven-compat/3.5.2>

maven-core
(3.5.2)

* License: Apache-2.0

* Project: <https://maven.apache.org/ref/3.5.2/maven-core/index.html>

* Source: <https://mvnrepository.com/artifact/org.apache.maven/maven-core/3.5.2>

maven-plugin-annotations (3.5)

* License: Apache-2.0

* Project: <https://maven.apache.org/plugin-tools/maven-plugin-annotations/>
* Source:
<https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations>

maven-plugin-api (3.5.2)

* License: Apache-2.0

maven-resolver-api (1.1.1)

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maven-resolver-spi (1.1.1)

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maven-resolver-transport-file (1.1.1)

* License: Apache-2.0

* Project: <https://maven.apache.org/resolver/maven-resolver-transport-file/>

* Source:
<https://github.com/apache/maven-resolver/tree/master/maven-resolver-transport-file>

maven-resolver-util (1.1.1)

* License: Apache-2.0

maven-settings
(3.5.2)

* License: Apache-2.0

* Source:
<https://mvnrepository.com/artifact/org.apache.maven/maven-settings/3.5.2>

OSGi Service Platform Core Companion Code (6.0)

* License: Apache License, 2.0

plexus-archiver (3.5)

* License: Apache-2.0

* Project: <https://codehaus-plexus.github.io/plexus-archiver/>

* Source: <https://github.com/codehaus-plexus/plexus-archiver>

plexus-io (3.0.0)

* License: Apache-2.0

plexus-utils (3.1.0)

* License: Apache- 2.0 or Apache- 1.1 or BSD or Public Domain or Indiana University Extreme! Lab Software License V1.1.1 (Apache 1.1 style)

relaxng-datatype (1.0)

* License: New BSD license

Sax (0.2)

* License: SAX-PD

* Project: <http://www.megginson.com/downloads/SAX/>

* Source: http://sourceforge.net/project/showfiles.php?group_id=29449

testng (6.14.2)

* License: Apache-2.0 AND (MIT OR GPL-1.0+)

* Project: <https://testng.org/doc/index.html>

* Source: <https://github.com/cbeust/testng>

wagon-http-lightweight (3.0.0)

* License: Pending

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Project: <https://maven.apache.org/wagon/>

* Source:

<https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0>

xz for java (1.8)

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1.253 postgres-sql 42.5.5

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1.254 jetty 12.0.25

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/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-

jar/org/eclipse/jetty/server/handler/gzip/package-info.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/handler/jmx/ContextHandlerMBean.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/handler/jmx/QoSHandlerMBean.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/handler/jmx/package-info.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/handler/package-info.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/internal/CompletionStreamWrapper.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/internal/HttpChannelState.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/internal/HttpConnection.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/internal/ResponseHttpFields.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/jmx/AbstractConnectorMBean.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/jmx/Handler.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/jmx/ServerMBean.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/jmx/package-info.java//
/opt/cola/permits/2605036270_1758707986.9338317/0/jetty-server-12-0-25-sources-jar/org/eclipse/jetty/server/package-info.java//

Found

in path(s):

*

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

//

Found in path(s):

* /jetty-server-12-0-25-sources-jar/module-info.java

1.255 jackson-jr-annotation-support 2.14.2

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1.259 log4j-jul 2.24.3

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1.260 netty-transport-native-epoll 4.2.5.Final

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```

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```
<?xml version="1.0" encoding="UTF-8"?>
```

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* /netty-transport-native-io-uring-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-transport-native-io-uring/pom.xml

1.261 javax-xml-soap-api 1.4.0

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1.262 protobuf-java-util 3.25.5

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Manifest-Version: 1.0
Automatic-Module-Name: com.google.protobuf.util
Bnd-LastModified: 1726689423746
Bundle-Description: Utilities for Protocol Buffers
Bundle-DocURL: <https://developers.google.com/protocol-buffers/>
Bundle-License: <https://opensource.org/licenses/BSD-3-Clause>
Bundle-ManifestVersion: 2
Bundle-Name: Protocol Buffers [Util]
Bundle-SymbolicName: com.google.protobuf.util
Bundle-Version: 3.25.5
Export-Package: com.google.protobuf.util;version="3.25.5";uses:="com.google.protobuf,java.annotation"
Import-Package: com.google.common.base;version="[32.0,33)",com.google.common.io;version="[32.0,33)",com.google.common.math;version="[32.0,33)",com.google.common.primitives;version="[32.0,33)",com.google.gson;version="[2.8,3)",com.google.gson.stream;version="[2.8,3)",com.google.protobuf,java.annotation;version="[3.0,4)",sun.misc;resolution:=optional
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"
Tool:
Bnd-6.4.0.202211291949
Created-By: mergejars

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* /protobuf-java-util-3-25-5-jar/META-INF/MANIFEST.MF

1.263 snake-yaml 2.0

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 * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/UnicodeEscaper.java

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/**
 * A Base64 encoder/decoder.
 *
 * <p>
 * This class is used to encode and decode data in Base64 format as described in RFC 1521.
 *
```

* <p>
* Project home page: www.
* source-code.biz/base64coder/java

* Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland

* Multi-licensed: EPL / LGPL / GPL / AL / BSD.
*/

Found in path(s):

* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/ScalarNode.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/ValueToken.java
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/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/StreamEndEvent.java
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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/AliasEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ScalarEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/EmitterState.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DirectiveToken.java

- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/StreamStartEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/CommentEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/AliasToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/Construct.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/ImplicitTuple.java
- *
- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/CustomClassLoaderConstructor.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/Property.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/Production.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/ResolverTuple.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/Scanner.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/composer/ComposerException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/MappingNode.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitable.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/DumperOptions.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/AnchorNode.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/Represent.java
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- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/Node.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java
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- *
- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockMappingStartToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/CollectionNode.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/StreamStartToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DocumentStartToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockSequenceStartToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/ConstructorException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/SequenceStartEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/BaseRepresenter.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/SequenceEndEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/PlatformFeatureDetector.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/VersionTagsTuple.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/Yaml.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/UnTrustedTagInspector.java

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- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/ParserException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/MarkedYAMLEnvironmentException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/representer/Representer.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/NodeTuple.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedTagInspector.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/Serializer.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/EmitterException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/FieldProperty.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/BeanAccess.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentLine.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/LoaderOptions.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/CommentToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/PackageCompactConstructor.java
- *
- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TrustedPrefixesTagInspector.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockEndToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/SerializerException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/Mark.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/ArrayUtils.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/YAMLEnvironmentException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/DocumentEndEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/emitter/Emitter.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/MappingEndEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/ArrayStack.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/util/EnumUtils.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/TypeDescription.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/ScannerException.java
- *
- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowSequenceStartToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/SequenceNode.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/resolver/Resolver.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/inspector/TagInspector.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/Constructor.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/SimpleKey.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/DocumentStartEvent.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowEntryToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentEventsCollector.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/TagToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/Token.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/serializer/NumberAnchorGenerator.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/AnchorToken.java
- *
- /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/error/MissingEnvironmentVariableException.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/BaseConstructor.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/StreamEndToken.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/composer/Composer.java
- * /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactData.java

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* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/PropertyUtils.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/Tag.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/NodeEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/PropertySubstitute.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/StreamReader.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/internal/Logger.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/MappingStartEvent.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/ScannerImpl.java
*
/sakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/KeyToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/TagTuple.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/BlockEntryToken.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/MissingProperty.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/events/Event.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/DuplicateKeyException.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/extensions/compactnotation/CompactConstructor.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/comments/CommentType.java
* /snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/GenericProperty.java

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1.264 ehcache 2.10.6

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1.265 simpleclient-hotspot 0.16.0

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* /simpleclient-hotspot-0-16-0-2-jar/META-INF/maven/io.prometheus/simpleclient_hotspot/pom.xml

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Manifest-Version: 1.0

Bnd-LastModified: 1655327979490

Build-Jdk: 11.0.15

Built-By: fabian

Bundle-Description: Collectors of data from Java Hotspot.

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Bundle-ManifestVersion: 2

Bundle-Name: Prometheus Java Simpleclient Hotspot

Bundle-SymbolicName: io.prometheus.simpleclient_hotspot

Bundle-Version: 0.16.0

Created-By: Apache Maven Bundle Plugin

Export-Package: io.prometheus.client.hotspot;uses:="io.prometheus.client

";version="0.16.0"

Import-Package: com.sun.management,io.prometheus.client;version="[0.16,1

)",javax.management,javax.management.openmbean

Tool: Bnd-2.1.0.20130426-122213

Found in path(s):

* /simpleclient-hotspot-0-16-0-2-jar/META-INF/MANIFEST.MF

1.266 micrometer-registry-prometheus 1.10.6

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```
* /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/PrometheusCounter.java
* /micrometer-registry-prometheus-1-10-6-sources-
jar/io/micrometer/prometheus/PrometheusDurationNamingConvention.java
* /micrometer-registry-prometheus-1-10-6-sources-
jar/io/micrometer/prometheus/PrometheusNamingConvention.java
*
/micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/PrometheusTimer.java
* /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/PrometheusRenameFilter.java
* /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/PrometheusConfig.java
* /micrometer-registry-prometheus-1-10-6-sources-
jar/io/micrometer/prometheus/PrometheusDistributionSummary.java
* /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/MicrometerCollector.java
* /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/package-info.java
* /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/PrometheusMeterRegistry.java
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- * /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/HistogramFlavor.java

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Found in path(s):

- * /micrometer-registry-prometheus-1-10-6-sources-jar/io/micrometer/prometheus/PrometheusHistogram.java

1.267 jax-ws-api 2.3.1

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1.268 httpcomponents-core 5.2.5

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1.269 flyway-core 9.21.0

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- * /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/migrate.html
- * /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/info.html
- * /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/changes.html
- *
- /flyway-core-9-21-0-sources-jar/assets/report/upgradeTabs/dryrun.html
- * /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/dryrun.html
- * /flyway-core-9-21-0-sources-jar/assets/report/footer.html
- * /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/drift.html
- * /flyway-core-9-21-0-sources-jar/assets/report/reportScript.html
- * /flyway-core-9-21-0-sources-jar/assets/report/upgradeTabs/drift.html
- * /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/code.html
- * /flyway-core-9-21-0-sources-jar/assets/report/holdingTabs/dryrun.html

* /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/migrate.html
* /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/changes.html
* /flyway-core-9-21-0-sources-jar/META-INF/maven/org.flywaydb/flyway-core/pom.xml
* /flyway-core-9-21-0-sources-jar/assets/report/infoBlobs/drift.html
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/ConfigurationValidator.java
*
/flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/TelemetryPlugin.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeConnection.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/CompositeMigrationResolver.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbSchemas.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Type.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/ParsedSqlStatement.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/ResourceNameParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANAParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayEditionUpgradeRequiredException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/log4j2/Log4j2LogCreator.java
*
/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/InsertRowLock.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2DatabaseType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/Scanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/JavaMigration.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/ExecutionTemplate.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/StringUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/ValidateOutput.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/MigrationResolver.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseGuard.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/ResolvedEnvironment.java
- *
- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/UndoOutput.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/s3/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/BomFilter.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/ParserContext.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/Token.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/DataUnits.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptFactory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/ErrorImpl.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlStatement.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/CleanModePlugin.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/FlywaySqlScriptException.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeSchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/ResourceName.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBSchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/filesystem/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FeatureDetector.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/ChecksumMatcher.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/package-info.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PlaceholderReplacingReader.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/ClassicConfiguration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEParser.java
- * /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ResourceType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/StopWatch.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/Location.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineJavaMigration.java
- * /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/scanner/classpath/jboss/JBossVFSv3ClassPathLocationScanner.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/VersionPrinter.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/buffered/BufferedLog.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/TokenType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/apachecommons/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/DefaultCallbackExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbMigrate.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLSchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/classpath/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Parser.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbBaseline.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/IOUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/JsonUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/AbbreviationUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/DateUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANAConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PeekingReader.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/ClassPathScanner.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/ExecutionTemplateFactory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ResourceTypeProvider.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/CommandExtensionUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FingerprintUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/ConfigUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANAConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/LogCreator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/ResourceNameValidator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANADatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScript.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/strategy/BackoffStrategy.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/LogFactory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/ResourceNameCache.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/ClassPathLocationScanner.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/ErrorDetails.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/TestContainersDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/multi/MultiLogger.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/AsciiTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/CompositeResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Connection.java
- * /flyway-core-9-21-0-sources-
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/OperationResultJsonBase.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/ClassProvider.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoServiceImpl.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/Delimiter.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/executor/Context.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/PluginMetadata.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Statement.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/ChecksumCalculator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/NoopCallbackExecutor.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/CommandExtension.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayMissingLicenseKeyException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/Configuration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/CloseableIterator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Table.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HoldingResult.java
- * /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/database/sybasease/SybaseASEJConnectDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineResolvedMigration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/pattern/ValidatePattern.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/PositionTracker.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseInfo.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/ConfigurationModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/exception/FlywaySQLException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/CallbackExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/OsgiClassPathLocationScanner.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/SchemaHistory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/TableLockingExecutionTemplate.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Table.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/NoopResourceProvider.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbInfo.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/TimeFormat.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/PlainExecutionTemplate.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/TomlUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/Context.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/JavaMigrationExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/json/HtmlResultDeserializer.java
- * /flyway-core-9-21-0-sources-
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineAppliedMigration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/RowMapper.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/BomStrippingReader.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbRepair.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/resolvers/PropertyResolverContext.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ConfigurationProvider.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANADatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/ResolvedMigrationImpl.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeParser.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resource/Resource.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/DefaultSqlMigrationExecutorFactory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/UrlResolver.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/javautil/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayRedgateLicenseKeyException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resource/LoadableResource.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/Recorder.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/PropertyResolver.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateHtmlRenderer.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/s3/AwsS3Resource.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HtmlResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLType.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/AppliedMigrationAttributes.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/JdbcTableSchemaHistory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/multi/MultiLogCreator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/CollectionsUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/Pair.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/FixedJavaMigrationResolver.java
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- * /flyway-core-9-21-0-sources-
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/ErrorOutput.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/authentication/ExternalAuthPropertiesProvider.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/authentication/ExternalAuthFileReader.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/OperationResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/package-info.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteSchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/executor/MigrationExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/LicenseRgDomainChecker.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/Result.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/DriverDataSource.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/SchemaHistoryFactory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/exception/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Database.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/snowflake/SnowflakeDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixSchema.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/OperationResultBase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/RootTelemetryModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/SqlCallable.java
- * /flyway-core-9-21-0-sources-
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayInvalidLicenseKeyException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/FlywayTelemetryManager.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/strategy/RetryStrategy.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/BaseJavaMigration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/cloud/CloudScanner.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/jboss/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/SimpleContext.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/callback/NoopCallback.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftSchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoImpl.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/BaseCallback.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/HtmlRenderer.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/filesystem/FileSystemResource.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ConfigurationParameter.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/EnvironmentModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Context.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2DatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/BaseDatabaseType.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/TransactionalExecutionTemplate.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DatabaseExecutionStrategy.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/configuration/S3ClientFactory.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/SchemaModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/package-info.java
- *
- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Table.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayTrialExpiredException.java
- * /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/scanner/classpath/FileSystemClassPathLocationScanner.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/html/HoldingTabMetadata.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/BooleanEvaluator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/InfoResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyParser.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/CleanResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/ParserSqlScript.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/JdbcConnectionFactory.java
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- /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/configuration/resolvers/PropertyResolverContextImpl.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FlywayDbWebsiteLinks.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Event.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/cloud/s3/AwsS3Scanner.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/DbClean.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/authentication/postgres/PgpassFileReader.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/CoreMigrationType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/javautil/JavaUtilLogCreator.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/info/MigrationInfoContext.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationInfo.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/log4j2/Log4j2Log.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resource/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/InfoTelemetryModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBDatabase.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/Flyway.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/buffered/BufferedLogCreator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/package-info.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBConnection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineMigrationType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationVersion.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/WarningImpl.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Callback.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/exception/FlywayValidateException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/Edition.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/executor/package-info.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayTeamsUpgradeRequiredException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/DashboardRenderer.java
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- jar/org/flywaydb/core/internal/proprietaryStubs/FlywayProprietaryRequiredException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlStatementIterator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/Locations.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/CoreResourceTypeProvider.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/migration/baseline/BaselineResourceTypeProvider.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateErrorResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HoldingRenderer.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/sql/SqlMigrationResolver.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationPattern.java
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- * /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/database/sybasease/SybaseASEJTDSDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/parser/UnboundedReadAheadReader.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/DefaultSqlScriptExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBSchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/StringResource.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteParser.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/RgDomainChecker.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Database.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/JdbcUtils.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLParser.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/SchemaObject.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/clazz/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/models/FlywayModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/HtmlReportSummary.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/javautil/JavaUtilLog.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/slf4j/Slf4jLog.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/plugin/PluginRegister.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/saphana/SAPHANASchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/CleanModel.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/DbValidate.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationInfoService.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/UndoResult.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/RepairResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/ReportDetails.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/FlywayException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/reports/json/CompositeResultDeserializer.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/EvolvingLog.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/DefaultExecutionStrategy.java
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- jar/org/flywaydb/core/internal/command/clean/CleanModeConfigurationExtension.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/postgresql/TransactionalModel.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/FlywayExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Connection.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/MigrateOutput.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/exception/FlywayDbUpgradeRequiredException.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASESchema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/ListDeserializer.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/InfoHtmlRenderer.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/BaselineResult.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/StatementInterceptor.java

- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/callback/Error.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/JdbcNullTypes.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/InfoOutputProvider.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/DashboardResult.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/MigrationState.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/cockroachdb/CockroachDBParser.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/package-info.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/InformixDatabaseType.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/AppliedMigration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sybasease/SybaseASEDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/JdbcTemplate.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/java/ScanningJavaMigrationResolver.java
- * /flyway-core-9-21-0-sources-
- jar/org/flywaydb/core/internal/database/postgresql/PostgreSQLCopyParsedStatement.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyTable.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/proprietaryStubs/CommandExtensionStub.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Schema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Connection.java
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- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/clean/CleanExecutor.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Schema.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/configuration/resolvers/EnvironmentResolver.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/schemahistory/BaseAppliedMigration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/sqlite/SQLiteDatabase.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/resolver/ResolvedMigration.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/license/FlywayTeamsUpgradeMessage.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/logging/Log.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/LocalDateTimeSerializer.java
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- /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/slf4j/Slf4jLogCreator.java
- * /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/package-info.java

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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/MigrationInfoHelper.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/CommandResultFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resolver/ResolvedMigrationComparator.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/FlywayTrialExpiredException.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/jdbc/Results.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/RepairOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/slf4j/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/db2/DB2Function.java
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/MigrationType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/InfoOutput.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBParser.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/util/FileUtils.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/output/HtmlTableRenderer.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/api/ResourceProvider.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/sqlscript/SqlScriptExecutorFactory.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/ConfigurationExtension.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/logging/apachecommons/ApacheCommonsLog.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/resource/classpath/ClassPathResource.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/classpath/ResourceAndClassScanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/base/Database.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/h2/H2Schema.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftType.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/redshift/RedshiftDatabaseType.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbyDatabaseType.java
* /flyway-core-9-21-0-sources-
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* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/command/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/derby/DerbySchema.java
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/flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/informix/package-info.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/extensibility/Plugin.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/scanner/ClasspathClassScanner.java
* /flyway-core-9-21-0-sources-jar/org/flywaydb/core/internal/database/hsqldb/HSQLDBTable.java
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*/

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Found in path(s):

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* /flyway-core-9-21-0-sources-jar/assets/report/report.css

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1.270 hikaricp 5.1.0

1.270.1 Available under license :

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```

Found in path(s):

```

* /hikaricp-5-1-0-sources-3-
jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTrackerFactory.java
No license file was found, but licenses were detected in source scan.

```

```

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Found in path(s):

* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/PoolBase.java

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Found in path(s):

* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTrackerFactory.java

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Found in path(s):

- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTracker.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/UtilityElf.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyStatement.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/PropertyElf.java
- *
- /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariPoolMXBean.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusHistogramMetricsTracker.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyCallableStatement.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyPreparedStatement.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariConfigMXBean.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleMetricsTrackerFactory.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariDataSource.java

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- */

Found in path(s):

- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/dropwizard/CodahaleHealthChecker.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/PoolEntry.java

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Found in path(s):

* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/IsolationLevel.java

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* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/IMetricsTracker.java

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Found in path(s):

* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/DriverDataSource.java

```

* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyConnection.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/FastList.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyResultSet.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/prometheus/HikariCPCollector.java
*
/hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/SuspendResumeLock.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyLeakTaskFactory.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/ConcurrentBag.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariConfig.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyLeakTask.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/JavassistProxyFactory.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/ProxyFactory.java
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Found in path(s):

```

* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/HikariJNDIFactory.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/MetricsTracker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/dropwizard/CodaHaleMetricsTracker.java
* /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/MetricsTrackerFactory.java
*
/hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/pool/HikariPool.java
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- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/metrics/PoolStats.java
- * /hikaricp-5-1-0-sources-3-jar/com/zaxxer/hikari/util/ClockSource.java

1.271 jzlib 1.1.3

1.271.1 Available under license :

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Found in path(s):

- * /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPHeader.java

```
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Inflater.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/DeflaterOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZOutputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/JZlib.java
```

```
*
```

```
/jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InflaterInputStream.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/GZIPException.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/CRC32.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfBlocks.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Checksum.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Deflater.java
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```

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```
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Deflate.java
* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Inflate.java
```

* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZStream.java

* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Adler32.java

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* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfCodes.java

* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/Tree.java

* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/ZStreamException.java

* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/StaticTree.java

* /jzlib-1-1-3-sources-zip/com/jcraft/jzlib/InfTree.java

1.272 grpc-util 1.66.0

1.272.1 Available under license :

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1.273 alpine-keys 2.6-r0

1.273.1 Available under license :

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```
#!/bin/sh
```

Found in path(s):

* /aports-v2-6-zip/aports-v2.6/abuild-keygen.in

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```
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild-sign.in#!/bin/sh
```

```
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild-tar.c/* abuild-tar.c - A
```

TAR mangling utility for .APK packages

```
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/abuild.in#!/bin/sh
```

```
/opt/cola/permits/2709648019_1765119923.7026696/0/aports-v2-6-zip/aports-v2.6/newapkbuild.in#!/bin/sh
```

Found in path(s):

*

1.274 snappy-java 1.1.10.4

1.274.1 Available under license :

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Manifest-Version: 1.0

Bnd-LastModified: 1695510918634

Bundle-ActivationPolicy: lazy

Bundle-Activator: org.xerial.snappy.SnappyBundleActivator

Bundle-Description: snappy-java: A fast compression/decompression library

Bundle-DocURL: <http://www.xerial.org/>

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: snappy-java: A fast compression/decompression library

Bundle-NativeCode: org/xerial/snappy/native/Windows/x86_64/snappyjava.

dll;osname=win32;processor=x86-64,org/xerial/snappy/native/Windows/x8

6_64/snappyjava.dll;osname=win32;processor=x64,org/xerial/snappy/nati

ve/Windows/x86_64/snappyjava.dll;osname=win32;processor=amd64,org/xer

ial/snappy/native/Windows/x86/snappyjava.dll;osname=win32;processor=x

86,org/xerial/snappy/native/Mac/x86/libsnappyjava.jnilib;osname=macos

x;processor=x86,org/xerial/snappy/native/Mac/x86_64/libsnappyjava.dyl

ib;osname=macosx;processor=x86-64,org/xerial/snappy/native/Mac/aarch6

4/libsnappyjava.dylib;osname=macosx;processor=aarch64,org/xerial/snap

py/native/Linux/x86_64/libsnappyjava.so;osname=linux;processor=x86-64

,org/xerial/snappy/native/Linux/x86_64/libsnappyjava.so;osname=linux;
processor=x64,org/xerial/snappy/native/Linux/x86_64/libsnappyjava.so;
osname=linux;processor=amd64,org/xerial/snappy/native/Linux/x86/libsn
appyjava.so;osname=linux;processor=x86,org/xerial/snappy/native/Linux
/aarch64/libsnappyjava.so;osname=linux;processor=aarch64,org/xerial/s
nappy/native/Linux/riscv64/libsnappyjava.so;osname=linux;processor=ri
scv64,org/xerial/snappy/native/Linux/arm/libsnappyjava.so;osname=linu
x;processor=arm,org/xerial/snappy/native/Linux/armv7/libsnappyjava.so
;osname=linux;processor=arm_le,org/xerial/snappy/native/Linux/ppc64/l
ibsnappyjava.so;osname=linux;processor=ppc64le,org/xerial/snappy/nati
ve/Linux/s390x/libsnappyjava.so;osname=linux;processor=s390x,org/xeri
al/snappy/native/AIX/ppc/libsnappyjava.a;osname=aix;processor=ppc,org
/xerial/snappy/native/AIX/ppc64/libsnappyjava.a;osname=aix;processor=
ppc64,org/xerial/snappy/native/SunOS/x86/libsnappyjava.so;osname=suno
s;processor=x86,org/xerial/snappy/native/SunOS/x86_64/libsnappyjava.s
o;osname=sunos;processor=x86-64,org/xerial/snappy/native/SunOS/sparc/
libsnappyjava.so;osname=sunos;processor=sparc
Bundle-SymbolicName: org.xerial.snappy.snappy-java
Bundle-Vendor: xerial.org
Bundle-Version: 1.1.10.4
Created-By: 11.0.20 (Azul Systems, Inc.)
Export-Package: org.xerial.snappy;uses:="org.osgi.framework,org.xerial
.snappy.buffer,org.xerial.snappy.pool";version="1.1.10",org.xerial.sn
appy.buffer;version="1.1.10",org.xerial.snappy.pool;version="1.1.10"
Implementation-Title: snappy-java
Implementation-URL: <https://github.com/xerial/snappy-java>
Implementation-Vendor: xerial.org
Implementation-Vendor-Id: org.xerial.snappy
Implementation-Version: 1.1.10.4
Import-Package: org.osgi.framework;version="[1.5,2)"
Private-Package:
org.xerial.snappy.native.AIX.ppc,org.xerial.snappy.na
tive.AIX.ppc64,org.xerial.snappy.native.FreeBSD.x86_64,org.xerial.sna
ppy.native.Linux.aarch64,org.xerial.snappy.native.Linux.android-aarch
64,org.xerial.snappy.native.Linux.android-arm,org.xerial.snappy.nativ
e.Linux.arm,org.xerial.snappy.native.Linux.armv6,org.xerial.snappy.na
tive.Linux.armv7,org.xerial.snappy.native.Linux.ppc,org.xerial.snappy
.native.Linux.ppc64,org.xerial.snappy.native.Linux.ppc64le,org.xerial
.snappy.native.Linux.riscv64,org.xerial.snappy.native.Linux.s390x,org
.xerial.snappy.native.Linux.x86,org.xerial.snappy.native.Linux.x86_64
,org.xerial.snappy.native.Mac.aarch64,org.xerial.snappy.native.Mac.x8
6,org.xerial.snappy.native.Mac.x86_64,org.xerial.snappy.native,org.xe
rial.snappy.native.SunOS.sparc,org.xerial.snappy.native.SunOS.x86,org
.xerial.snappy.native.SunOS.x86_64,org.xerial.snappy.native.Windows.x
86,org.xerial.snappy.native.Windows.x86_64
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title:

snappy-java
Specification-Vendor: xerial.org
Specification-Version: 1.1.10.4
Tool: Bnd-5.1.2.202007211702

Found in path(s):

* /snappy-java-1-1-10-4-1-jar/META-INF/MANIFEST.MF

1.275 webjars-locator-lite 1.1.0

1.275.1 Available under license :

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1.276 netty-handler-ssl-ocsp 4.1.125.Final

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1.277 jetty-session 12.0.25

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* /jetty-session-12-0-25-sources-jar/module-info.java

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/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/AbstractSessionCache.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/AbstractSessionCacheFactory.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/AbstractSessionDataStore.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/AbstractSessionDataStoreFactory.java//
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/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/CachingSessionDataStore.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/CachingSessionDataStoreFactory.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/DatabaseAdaptor.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/DefaultSessionCache.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/DefaultSessionCacheFactory.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/DefaultSessionIdManager.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/FileSessionDataStore.java//
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/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-jar/org/eclipse/jetty/session/JDBCSessionDataStore.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-

jar/org/eclipse/jetty/session/JDBCSessionDataStoreFactory.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/ManagedSession.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/NullSessionCache.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/NullSessionCacheFactory.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/NullSessionDataStore.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
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/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/SessionCacheFactory.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/SessionConfig.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
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/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/SessionDataMap.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/SessionDataMapFactory.java//
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jar/org/eclipse/jetty/session/SessionDataStore.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
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jar/org/eclipse/jetty/session/SessionHandler.java//
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jar/org/eclipse/jetty/session/SessionIdManager.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/SessionInactivityTimer.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/SessionManager.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/UnreadableSessionDataException.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/UnwriteableSessionDataException.java//
/opt/cola/permits/2606115381_1758694813.8410585/0/jetty-session-12-0-25-sources-
jar/org/eclipse/jetty/session/package-info.java//

Found

in path(s):

*

1.278 mxparser 1.2.2

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1.279 micrometer-core 1.15.3

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1.280 failureaccess 1.0.1

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/opt/cola/permits/2665668644_1759873713.7185001/0/failureaccess-1-0-1-sources-15-jar/com/google/common/util/concurrent/internal/InternalFutures.java/*

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* /failureaccess-1-0-1-sources-15-jar/com/google/common/util/concurrent/internal/InternalFutureFailureAccess.java

1.281 netty-resolver 4.2.5.Final

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<?xml version="1.0" encoding="UTF-8"?>

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* /netty-resolver-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-resolver/pom.xml

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/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/AddressResolver.java/*
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/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/DefaultNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileEntries.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileEntriesProvider.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileEntriesResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/HostsFileParser.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/InetNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/InetSocketAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/NameResolver.java/*
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/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/ResolvedAddressTypes.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/RoundRobinInetAddressResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/SimpleNameResolver.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/io/netty/resolver/package-info.java/*
/opt/cola/permits/2616834296_1758691799.7301838/0/netty-resolver-4-2-5-final-sources-jar/module-info.yml#

Found in path(s):

*

1.282 netty-codec-dns 4.2.5.Final

1.282.1 Available under license :

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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsMessage.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsOptPseudoRrRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQuery.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryDecoder.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponse.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsResponseEncoder.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsPtrRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsQuery.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRecordDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsRecordEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsResponse.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsCodecUtil.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/io/netty/handler/codec/dns/DnsMessage.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-

jar/io/netty/handler/codec/dns/DnsMessageUtil.java/*
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/DnsOptEcsRecord.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
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jar/io/netty/handler/codec/dns/DnsQuery.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/DnsQueryEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/DnsQuestion.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
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jar/io/netty/handler/codec/dns/DnsRecordDecoder.java/*
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jar/io/netty/handler/codec/dns/DnsRecordEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/DnsRecordType.java/*
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jar/io/netty/handler/codec/dns/DnsResponseCode.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/DnsResponseDecoder.java/*
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jar/io/netty/handler/codec/dns/DnsSection.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/TcpDnsQueryDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/TcpDnsQueryEncoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/TcpDnsResponseDecoder.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
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/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-
jar/io/netty/handler/codec/dns/package-info.java/*
/opt/cola/permits/2616834350_1758692228.8113012/0/netty-codec-dns-4-2-5-final-sources-jar/module-info.yml#

Found

in path(s):

*

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<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

* /netty-codec-dns-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-dns/pom.xml

1.283 mockito 3.3.3

1.283.1 Available under license :

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1.286 httpcomponents-client 4.5.14

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1.287 springdoc-openapi-starter-webmvc-api

2.8.13

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/opt/cola/permits/2618268635_1761474381.340282/0/springdoc-openapi-starter-webmvc-api-2-8-13-sources-jar/org/springdoc/webmvc/core/configuration/SpringDocWebMvcConfiguration.java/*
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/opt/cola/permits/2618268635_1761474381.340282/0/springdoc-openapi-starter-webmvc-api-2-8-13-sources-jar/org/springdoc/webmvc/core/providers/RouterFunctionWebMvcProvider.java/*

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/opt/cola/permits/2618268635_1761474381.340282/0/springdoc-openapi-starter-webmvc-api-2-8-13-sources-
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jar/org/springdoc/webmvc/core/providers/SpringWebMvcProvider.java/*
/opt/cola/permits/2618268635_1761474381.340282/0/springdoc-openapi-starter-webmvc-api-2-8-13-sources-
jar/org/springdoc/webmvc/core/service/RequestService.java/*
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*/
```

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```
* /springdoc-openapi-starter-webmvc-api-2-8-13-sources-
jar/org/springdoc/webmvc/api/MultipleOpenApiActuatorResource.java
```


1.288 xerces-j 2.12.2

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1.289 httpcore5-h 5.2.5

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1.290 ant-launcher 1.10.11

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1.292 jinja 3.1.4

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by James Hacker.

signature of Moe Ghoul, 1 April 1989

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Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>

Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.27.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"

source="license-list-data-\$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v\$pkgver.tar.gz"

```

builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706f8e0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"

```

```

depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

```

```

}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
    --build=$CBUILD \
    --host=$CHOST \
    --prefix=/usr \
    --sysconfdir=/etc \

```

```

--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

```

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.
 *
 * A tail queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before or
 * after an existing element, at the head of the list, or at the end of
 * the list. A tail queue may be traversed in either direction.
 *
 * A circle queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements
 * can be added to the list before or after
 * an existing element, at the head of the list, or at the end of the list.
 * A circle queue may be traversed in either direction, but has a more
 * complex end of list detection.

```

```

*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

```

```

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \

```

```

        curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
     (var) != LIST_END(head); \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
     (var) != LIST_END(head) && \
     ((tvar) = LIST_NEXT((var), field), 1); \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
}

```

```

} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QEUEDEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QEUEDEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QEUEDEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_LIST_OP(elm, field)
#define QEUEDEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QEUEDEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QEUEDEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
} while (/*CONSTCOND*/0)

```

```

*(listelm)->field.le_prev = (elm); \
(listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
    = (head)->lh_first) != LIST_END(head))\
    (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
    (elm)->field.le_next->field.le_prev = \
    (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
    (elm2)->field.le_next->field.le_prev = \
    &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

```

```

/*
 * Simple queue access methods.
 */

#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */

#define SIMPLEQ_INIT(head) do { \
(head)->sqh_first = NULL; \
(head)->sqh_last \
= &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
(elm)->field.sqe_next = NULL; \
*(head)->sqh_last = (elm); \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \

```



```

if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
    (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
    (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
     == NULL) \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
     NULL : \
     ((struct type \
      *) (void *) \
      ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */

#define _TAILQ_HEAD(name, type, qual) \
    struct name { \
        qual type *tqh_first; /* first element */ \
        qual type *qual *tqh_last; /* addr of last next element */ \
    }

#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

```

```

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}

#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
     (var) != TAILQ_END(head); \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
     (var) != TAILQ_END(head) && \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
     (var) != TAILQ_END(head); \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
     (var) != TAILQ_END(head) && \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */

```

```

#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head,
elm, field) \
if ((head)->tqh_first && \
(head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
(elm)->field.tqe_next->field.tqe_prev != \
&(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
__FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
QEUEDEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
(head)->tqh_last != &(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
(head), (elm), __FILE__, \
__LINE__);
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QEUEDEDEBUG_TAILQ_OP(elm, field)
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
(head)->tqh_first = TAILQ_END(head); \
(head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
QEUEDEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
(head)->tqh_first->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \

```

```

(head)->tqh_last = &(elm)->field.tqe_next; \
(head)->tqh_first = (elm); \
(elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
    QUEUEDEBBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
        = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \

```

```

        if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*

```

```

* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

```

```

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{

```

```

__asm __volatile("" : "+r" (__x));
return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

```



```

}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

```

```

if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm); \
else \
    (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.

```

```

*/
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))

```

```

# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

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```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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*/

#ifndef _SYS_TREE_H_

```

#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
    ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
     (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
    struct name { \
        struct type *sph_root; /* root of the tree */ \
    }

```

```

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

```

```

    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

```

```

/* Generates prototypes and inline functions */

```

```

#define

```

```

    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \

```

```

/* Finds the node with the same key as elm */ \

```

```

static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \

```

```

static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \

```

```

static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

```

```

/* Main splay operation.

```



```

* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \

```

```

\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field);\
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\

```

```

while (1) {
    if (__comp < 0) {
        __tmp = SPLAY_LEFT((head)->sph_root, field);
        if (__tmp == NULL)
            break;
        if (__comp < 0){
            SPLAY_ROTATE_RIGHT(head, __tmp, field);
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)
                break;
        }
        SPLAY_LINKLEFT(head, __right, field);
    } else if (__comp > 0) {
        __tmp = SPLAY_RIGHT((head)->sph_root, field);
        if (__tmp == NULL)
            break;
        if (__comp > 0) {
            SPLAY_ROTATE_LEFT(head, __tmp, field);
            if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)
                break;
        }
        SPLAY_LINKRIGHT(head, __left, field);
    }
}
SPLAY_ASSEMBLE(head, &__node, __left, __right, field);
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name {
    struct type *rbh_root; /* root of the tree */

```

```

}

#define RB_INITIALIZER(root) \
{
    NULL }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
}

```

```

RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
    if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
        RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
    else \
        RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
    (head)->rbh_root = (tmp); \
RB_LEFT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \

```

```

attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *); \
attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
\

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
struct type \
*parent, *gparent, *tmp; \
while ((parent = RB_PARENT(elm, field)) != NULL && \
RB_COLOR(parent, field) == RB_RED) { \
gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
tmp = RB_RIGHT(gparent, field); \
if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
RB_COLOR(tmp, field) = RB_BLACK; \
RB_SET_BLACKRED(parent, gparent, field);\
elm = gparent; \
continue; \
} \
if (RB_RIGHT(parent, field) == elm) { \
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = parent; \
parent = elm; \
elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field); \
RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
tmp = RB_LEFT(gparent, field); \
if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
RB_COLOR(tmp, field) = RB_BLACK; \
RB_SET_BLACKRED(parent, gparent, field);\
elm = gparent; \
continue; \
} \
if (RB_LEFT(parent, field) == elm)

```

```

{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_LEFT(head, gparent, tmp, field);\
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field);\
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK;\
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \

```

```

    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field);\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \
            RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
            struct type *oright; \
            if ((oright = RB_RIGHT(tmp, field)) \
                != NULL) \
                RB_COLOR(oright, field) = RB_BLACK;\
            RB_COLOR(tmp, field) = RB_RED; \
            RB_ROTATE_LEFT(head, tmp, oright, field);\
            tmp = RB_LEFT(parent, field); \
        } \
        RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
        RB_COLOR(parent, field) = RB_BLACK; \
        if (RB_LEFT(tmp, field)) \
            RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        elm = RB_ROOT(head); \
        break; \
    } \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \

```



```

{
    \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
    = child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \
    if (RB_PARENT(old, field)) { \
        if (RB_LEFT(RB_PARENT(old, field), field) == old)\
            RB_LEFT(RB_PARENT(old, field), field) = elm;\
        else \
            RB_RIGHT(RB_PARENT(old, field), field) = elm;\
        RB_AUGMENT(RB_PARENT(old, field)); \
    } else \
        RB_ROOT(head) = elm; \
    RB_PARENT(RB_LEFT(old, field), field) = elm; \
    if (RB_RIGHT(old, field)) \
        RB_PARENT(RB_RIGHT(old, field), field) = elm; \
    if (parent) { \
        left = parent; \
        do { \
            RB_AUGMENT(left); \
        } while ((left = RB_PARENT(left, field)) != NULL); \
    } \
    goto color; \
} \

```

```

parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,

```

```

elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \

```

```

if (RB_RIGHT(elm, field)) { \
    elm = RB_RIGHT(elm, field); \
    while (RB_LEFT(elm, field)) \
        elm = RB_LEFT(elm, field); \
} else { \
    if (RB_PARENT(elm, field) && \
        (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else { \
        while (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \

```

```

if (val < 0)    \
    tmp = RB_LEFT(tmp, field); \
else          \
    tmp = RB_RIGHT(tmp, field); \
}             \
return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)    \
for ((x) = RB_MIN(name, head);    \
     (x) != NULL;    \
     (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)    \
for ((x) = (y);    \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
for ((x) = RB_MIN(name, head);    \
     ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
for ((x) = RB_MAX(name, head);    \
     (x) != NULL;    \
     (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
for ((x) = (y);    \
     ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
     (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,

```

```

head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
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```

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```
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"
```

```
build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}
```

```
check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
```

```

}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.294 swagger-annotations-jakarta 2.2.9

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1.295 hibernate-commons-annotations

5.1.2.Final

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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/spi/MetamodelImplementor.java

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* /hibernate-core-5-6-7-final-sources-jar/order-by.g

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 */
/**
 * Used to pass along the CDI BeanManager, if any, to be used.
 *
 * According to JPA, strictly, the BeanManager should be passed in
 * at boot-time and be ready for use at that time. However not all
 * environments can do this (WildFly e.g.). To accommodate such
```


- * environments, Hibernate provides 2 options:
- *
- * * a proprietary CDI extension SPI (that we have proposed to
- * the CDI spec group as a standard option) that can be used
- * to provide delayed BeanManager access. To use this solution,
- * the reference passed as the BeanManager during bootstrap
- * should be typed as {@link ExtendedBeanManager}
- * * delayed access to the BeanManager

reference. Here, Hibernate

- * will not access the reference passed as the BeanManager during
- * bootstrap until it is first needed. Note however that this has
- * the effect of delaying any deployment problems until after
- * bootstrapping.
- *
- * This setting is used to configure Hibernate ORM's access to
- * the BeanManager (either directly or via {@link ExtendedBeanManager}).
- */

Found in path(s):

- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/AvailableSettings.java

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- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_3_0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_3_0.xsd

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- *
- * Modified for <https://jira.jboss.org/jira/browse/ISPN-299>
- * Includes ideas described in <http://portal.acm.org/citation.cfm?id=1547428>
- *
- */
- /**
- * A hash table supporting full concurrency of retrievals and
- * adjustable expected concurrency for updates. This class obeys the
- * same functional specification as {@link java.util.Hashtable}, and
- * includes versions of methods corresponding to each method of
- * `Hashtable`. However, even though all operations are
- * thread-safe, retrieval
- operations do *not* entail locking,
- * and there is *not* any support for locking the entire table
- * in a way that prevents all access. This class is fully
- * interoperable with `Hashtable` in programs that rely on its
- * thread safety but not on its synchronization details.
- * `<p/>`
- * `<p>` Retrieval operations (including `get`) generally do not
- * block, so may overlap with update operations (including
- * `put` and `remove`). Retrievals reflect the results
- * of the most recently *completed* update operations holding
- * upon their onset. For aggregate operations such as `putAll`
- * and `clear`, concurrent retrievals may reflect insertion or
- * removal of only some entries. Similarly, Iterators and
- * Enumerations return elements reflecting the state of the hash table
- * at some point at or since the creation of the iterator/enumeration.
- * They do *not* throw `ConcurrentModificationException`.
- *
- However, iterators are designed to be used by only one thread at a time.
- * `<p/>`
- * `<p>` The allowed concurrency among update operations is guided by
- * the optional `concurrencyLevel` constructor argument
- * (default `16`), which is used as a hint for internal sizing. The
- * table is internally partitioned to try to permit the indicated
- * number of concurrent updates without contention. Because placement
- * in hash tables is essentially random, the actual concurrency will
- * vary. Ideally, you should choose a value to accommodate as many
- * threads as will ever concurrently modify the table. Using a
- * significantly higher value than you need can waste space and time,
- * and a significantly lower value can lead to thread contention. But
- * overestimates and underestimates within an order of magnitude do
- * not usually have much noticeable impact. A value of one is
- * appropriate when it is known that only one thread will modify and
- * all others will only read. Also, resizing

```

this or any other kind of
* hash table is a relatively slow operation, so, when possible, it is
* a good idea to provide estimates of expected table sizes in
* constructors.
* <p/>
* <p>This class and its views and iterators implement all of the
* <em>optional</em> methods of the {@link Map} and {@link Iterator}
* interfaces.
* <p/>
* <p>This class is copied from Infinispan, and was originally written
* by Doug Lea with assistance from members of JCP JSR-166 Expert Group and
* released to the public domain, as explained at
* http://creativecommons.org/licenses/publicdomain</p>
* <p/>
* <p/>
* <p> Like {@link java.util.Hashtable} but unlike {@link HashMap}, this class
* does <em>not</em> allow <tt>null</tt> to be used as a key or value.
*
* @param <K> the type of keys maintained by this map
* @param <V> the type of mapped values
*
* @author Doug Lea
*/

```

Found in path(s):

* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/BoundedConcurrentHashMap.java

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- */

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- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/GeneratedOrderByFragmentParser.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/GeneratedOrderByFragmentRendererTokenTypes.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/OrderByTemplateTokenTypes.java
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- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/ConcurrentReferenceHashMap.java

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```
header {
/*
 * Hibernate, Relational Persistence for Idiomatic Java
 *
 * License: GNU Lesser General Public License (LGPL), version 2.1 or later.
 * See the lgpl.txt file in the root directory or <http://www.gnu.org/licenses/lgpl-2.1.html>.
 */
package org.hibernate.graph.internal.parse;
}

/**
 * Antlr grammar describing the Hibernate EntityGraph Language.
 */
class GeneratedGraphParser extends Parser;

options {
```

```

// call the vocabulary (H)ibernate (E)ntity (G)raph (L)anguage
export Vocab=HEGL;

k = 2;

// buildAST = true;
buildAST = false;
}

{
// ~~~~~
// semantic actions/callouts

protected void startAttribute(Token attributeName) {
}

protected void startQualifiedAttribute(Token attributeName, Token qualifier) {
}

protected void finishAttribute() {
}

protected void startSubGraph(Token subType) {
}

protected void finishSubGraph()
{
}

graph
: attributeNode (COMMA attributeNode)*
;

attributeNode
: attributePath (subGraph)? { finishAttribute(); }
;

attributePath
: path:NAME (DOT qualifier:NAME)? {
if ( qualifier == null ) {
startAttribute( path );
}
else {
startQualifiedAttribute( path, qualifier );
}
}

```

```

    }
;

subGraph
: LPAREN (subtype:NAME COLON)? { startSubGraph( subtype ); } attributeNode (COMMA attributeNode )*
RPAREN {
    finishSubGraph();
}
;

```

```

// ***** LEXER *****

```

```

/**

```

```

 * Lexer for the Hibernate EntityGraph Language grammar

```

```

 */

```

```

class GraphLexer extends Lexer;

```

```

options {

```

```

    // call the vocabulary (H)ibernate (E)ntity(G)raph (L)anguage

```

```

    exportVocab=HEGL;

```

```

    k = 2;

```

```

    // Allow any char but \uffff (16 bit -1, ANTLR's EOF character)

```

```

    charVocabulary = "\u0000'..\ufffe';

```

```

    caseSensitive = false;

```

```

    testLiterals = false;

```

```

}

```

```

COLON: ':';

```

```

COMMA: ',';

```

```

DOT: '.';

```

```

LPAREN: '(';

```

```

RPAREN: ')';

```

```

WHITESPACE

```

```

: ( ' '

```

```

|

```

```

    '\t'

```

```

| '\r' '\n' { newline(); }

```

```

| '\n'    { newline(); }

```

```

| '\r'    { newline(); }
)
{$setType(Token.SKIP);} //ignore this token
;

/**
 * In this grammar, basically any string since we (atm) have no keywords
 */
NAME
: NAME_START ( NAME_CONTINUATION )*
;

```

```

protected
NAME_START
:   '_'
|   '$'
|   'a'..'z'
// HHH-558 : Allow unicode chars in identifiers
//|   '\u0080'..'ufffe'
;

```

```

protected
NAME_CONTINUATION
:   NAME_START
|   '0'..'9'
;

```

Found in path(s):
 * /hibernate-core-5-6-7-final-sources-jar/graph.g
 No license file was found, but licenses were detected in source scan.

```

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-->

```

Found in path(s):

- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/collection/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/criterion/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/classic/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/access/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jdbc/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hibernate-mapping-4.0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/entity/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/package.html

- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/bytecode/package.html
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/entry/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_1_0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/classic/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/proxy/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_2_0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/action/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/function/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/pretty/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/transform/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/xsd/mapping/legacy-mapping-4.0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/hql/package.html
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/collection/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_2_1.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/antlr/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/xsd/cfg/legacy-configuration-4.0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/custom/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/mapping/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_1_0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/package.html
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/id/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/entity/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metadata/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/collection/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/hbm2ddl/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hibernate-configuration-4.0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/internal/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/exception/package.html
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/persistence_2_0.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/orm_2_1.xsd
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/usertype/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/stat/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/package.html
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/package.html


```
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/package.html
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/criteria/package.html
```

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```
/*
 * Hibernate, Relational Persistence for Idiomatic Java
 *
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 */
// "proprietary" methods is better (this class is "proprietary" too).
```

Found in path(s):

```
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/EntityGraphs.java
```

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

```
#
# Hibernate, Relational Persistence for Idiomatic Java
#
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# See the lgpl.txt file in the root directory or <http://www.gnu.org/licenses/lgpl-2.1.html>.
#
org.hibernate.jpa.HibernatePersistenceProvider
```

Found in path(s):

```
* /hibernate-core-5-6-7-final-sources-jar/META-INF/services/javax.persistence.spi.PersistenceProvider
```

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

```
/*
 * Hibernate, Relational Persistence for Idiomatic Java
 *
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 */
/**
 * JTA platform implementation intended for use with WebSphere Application Server (WAS).
 *
 * WAS, unlike every other app server on the planet, does not allow direct access to the JTS TransactionManager.
 * Instead, for common transaction-related tasks users must utilize a proprietary API known as
 * ExtendedJTATransaction.
 *
 * Even more unfortunate, the exact TransactionManagerLookup to use inside of WAS is highly dependent upon<ul>
 *   <li>WAS version</li>
 *   <li>the WAS container in which Hibernate will be utilized</li>
 * </ul>
 *
 * This class is reported to work on WAS version 6 in any of the standard J2EE/Java EE component containers.
 */
```

* @author Gavin
King
* @author Jesper Udby
* @author Steve Ebersole
*/

Found in path(s):

* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/engine/transaction/jta/platform/internal/WebSphereExtendedJtaPlatform.java
No license file was found, but licenses were detected in source scan.

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* See the lgpl.txt file in the root directory or <http://www.gnu.org/licenses/lgpl-2.1.html>.
*/

Found in path(s):

* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/entity/plan/PaddedBatchingEntityLoader.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/descriptor/java/JdbcTimestampTypeDescriptor.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/DynamicUpdate.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/Mapping.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/identity/DB2390IdentityColumnSupport.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/mapping/Index.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/service/NullServiceException.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/service/spi/SessionFactoryServiceRegistry.java
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/IdentifierProperty.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/proxy/ProxyFactory.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/procedure/UnknownSqlResultSetMappingException.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/PropertyHolderBuilder.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/plan/build/spi/MetamodelDrivenLoadPlanBuilder.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/ArrayHelper.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/schema/extract/spi/DatabaseInformation.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/UniqueConstraintHolder.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/engine/transaction/jta/platform/internal/JtaPlatformInitiator.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/LockModeEnumMap.java
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/archive/spi/InputStreamAccess.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/source/spi/ToolingHintContext.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/walking/spi/CollectionIndexDefinition.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/hql/spi/id/inline/InlineIdsSubSelectValuesListDeleteHandlerImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/SimpleSelect.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/descriptor/WrapperOptions.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/exec/StatementExecutor.java

```

* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/loader/plan/exec/process/spi/ResultSetProcessorResolver.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/source/spi/PluralAttributeMapKeySource.java
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/id/GUIDGenerator.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/proxy/AbstractSerializableProxy.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/source/spi/AttributeSource.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/cfgxml/spi/MappingReference.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/ManagedEntity.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/internal/MetadataContext.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/NotFoundAction.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/entity/AbstractEntityTuplizer.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/descriptor/sql/ClobTypeDescriptor.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/event/service/internal/PostCommitEventListenerGroupImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/DerbyTenSevenDialect.java
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/classic/SelectParser.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/tree/MapKeyEntityFromElement.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/OrderByFragmentTranslator.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/PropertyPath.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/PositionalParameterInformationImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/spi/id/persistent/Helper.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/tree/HqlSqlWalkerNode.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/spi/PostInsertEvent.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/QueryHints.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/HibernateEntityManager.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/criterion/CriteriaQuery.java
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/entity/BytecodeEnhancementMetadataNonPojoImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/spi/LoadEvent.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/spi/id/global/IdTableInfoImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/classic/Lifecycle.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/schema/SourceType.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/criterion/NotExpression.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/walking/spi/WalkingException.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/spi/MetadataBuilderInitializer.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/Ejb3Column.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/config/package-info.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/ActionQueue.java
*
/hibernate-core-5-6-7-final-sources-jar/org/hibernate/jpa/TypedParameterValue.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/plan/spi/EntityReturn.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/resource/transaction/backend/jdbc/internal/DdlTransactionIsolatorNonJtaImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/DB2390Dialect.java
* /hibernate-core-5-6-7-final-sources-
jar/org/hibernate/engine/jdbc/connections/internal/DriverManagerConnectionCreator.java

```

- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/CascadeStyles.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/jaxb/hbm/spi/TypeContainer.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/spi/PostLoadEvent.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/internal/DefaultCustomEntityDirtinessStrategy.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/hbm2ddl/ForeignKeyMetadata.java
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/collections/JoinedIterator.java
- * /hibernate-core-5-6-7-final-sources-
- jar/org/hibernate/property/access/internal/PropertyAccessStrategyEmbeddedImpl.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/tree/IntoClause.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/FilterDefs.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/TimesTenDialect.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/ListType.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/TypedValue.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/id/UUIDGenerator.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/lock/AbstractSelectLockingStrategy.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/jdbc/dialect/internal/StandardDialectResolver.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/jdbc/batch/spi/package-info.java
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/plan/build/internal/returns/AbstractAnyReference.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/DB2400V7R3Dialect.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/spi/QueryParameters.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/walking/spi/AssociationKey.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ANSICaseFragment.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/ZonedDateTimeType.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/OrderByTranslation.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/NotFound.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/internal/TwoPhaseLoad.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/IdentifierLoadAccess.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/GenericGenerators.java
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/AbstractEntityJoinWalker.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/query/spi/AbstractParameterDescriptor.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tool/schema/internal/exec/ScriptTargetOutputToFile.java
- * /hibernate-core-5-6-7-final-sources-
- jar/org/hibernate/engine/transaction/jta/platform/internal/JOnASJtaPlatform.java
- * /hibernate-core-5-6-7-final-sources-
- jar/org/hibernate/boot/model/source/internal/hbm/SingularAttributeSourceOneToOneImpl.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/internal/Versioning.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/spi/PreCollectionUpdateEvent.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/transform/Transformers.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/walking/spi/AssociationAttributeDefinition.java
- *
- /hibernate-core-5-6-7-final-sources-
- jar/org/hibernate/engine/jdbc/env/internal/ExtractedDatabaseMetaDataImpl.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/naming/Identifier.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/xml/XmlDocument.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/util/ColumnHelper.java

- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/Tuplizers.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/bytecode/enhance/internal/package-info.java
- * /hibernate-core-5-6-7-final-sources-
- jar/org/hibernate/query/criteria/internal/expression/function/CurrentDateFunction.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/ColumnTransformer.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/naming/ObjectNameNormalizer.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/descriptor/sql/SqlTypeDescriptor.java
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/service/spi/InjectService.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/FlushModeType.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/NaturalIdLoadAccess.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/ForeignKey.java
- * /hibernate-core-5-6-7-final-sources-
- jar/org/hibernate/boot/model/source/internal/hbm/IdentifierSourceSimpleImpl.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/cfgxml/internal/JaxbCfgProcessor.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/jdbc/dialect/spi/BasicSQLExceptionConverter.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/jdbc/env/spi/AnsiSqlKeywords.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/EnumType.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/source/internal/hbm/TypeDefinitionBinder.java
- * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cfg/annotations/Nullability.java
- *
- /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/identity/Ingres9IdentityColumnSupport.java
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 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/descriptor/java/CalendarTimeTypeDescriptor.java
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 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/internal/util/Cloneable.java
 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/resource/transaction/internal/package-info.java
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 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/jaxb/internal/stax/BaseXMLEventReader.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/ManyToOneType.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/classic/ParserHelper.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/MaterializedClobType.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/registry/StandardServiceInitiator.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/jaxb/spi/XMLSource.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/SqlFragmentAlias.java
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* /hibernate-core-5-6-7-final-sources-
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/bytecode/enhance/internal/tracker/DirtyTracker.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/SortedSetType.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/criterion/PropertySubqueryExpression.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/sql/ordering/antlr/TranslationContext.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/dialect/TeradataDialect.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/boot/model/source/internal/hbm/InLineViewSourceImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/internal/StatefulPersistenceContext.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/property/access/spi/package-info.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/jdbc/batch/internal/BatchingBatch.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/engine/jdbc/spi/StatementPreparer.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/tuple/DynamicMapInstantiator.java
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* /hibernate-core-5-6-7-final-sources-
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/event/spi/PostDeleteEventListener.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/internal/PersisterFactoryImpl.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/procedure/internal/ProcedureOutputsImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/persister/entity/EntityLoaderLazyCollection.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/mapping/MetaAttributable.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/hql/internal/ast/util/PathHelper.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/bytecode/enhance/spi/package-info.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/type/UrlType.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/annotations/Synchronize.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/loader/collection/OneToManyJoinWalker.java
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*/

/**

* Subclass used to simply instantiation of singular attributes representing an entity's

* version.

*/

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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/domain/IdentifiableDomainType.java

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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/internal/parse/PathQualifierType.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/support/package-info.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/support/QueryResultsRegionTemplate.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/support/TimestampsRegionTemplate.java
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* /hibernate-core-5-6-7-final-sources-
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/domain/internal/EntityTypeImpl.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/domain/SimpleDomainType.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/metamodel/model/domain/EntityDomainType.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/CacheImplementor.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/cfg/spi/DomainDataRegionConfig.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/stat/SecondLevelCacheStatistics.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/RegionFactory.java
* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/internal/AbstractGraphNode.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/support/CollectionTransactionAccess.java
 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/cache/spi/ExtendedStatisticsSupport.java
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 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/resource/beans/spi/ProvidedInstanceManagedBeanImpl.java
 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/resource/beans/container/internal/CdiBeanContainerBuilder.java
 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/stat/internal/DeprecatedNaturalIdCacheStatisticsImpl.java
 * /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/spi/AppliedGraph.java
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* /hibernate-core-5-6-7-final-sources-jar/org/hibernate/graph/GraphSemantic.java
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1.299 avalon-logkit 1.0.1

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1.300 jackson-datatype-jdk8 2.19.2

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1.301 autocommand 2.2.2

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Version 3, 29 June 2007

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1.302 jaraco.text 3.12.1

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1.303 python-certifi 2024.08.30

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1.304 utmps-libs 0.1.3.1-r0

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1.305 netty-codec-base 4.2.5.Final

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<?xml version="1.0" encoding="UTF-8"?>
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java/*

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jar/io/netty/handler/codec/EmptyHeaders.java/*
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jar/io/netty/handler/codec/EncoderException.java/*
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jar/io/netty/handler/codec/LineBasedFrameDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/MessageAggregationException.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/MessageAggregator.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/MessageToByteEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/MessageToMessageCodec.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/MessageToMessageDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/PrematureChannelClosureException.java/*
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/ProtocolDetectionState.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/ReplayingDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java/*
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jar/io/netty/handler/codec/TooLongFrameException.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/UnsupportedMessageTypeException.java/*
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jar/io/netty/handler/codec/ValueConverter.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-

jar/io/netty/handler/codec/base64/Base64.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/base64/Base64Decoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/base64/Base64Dialect.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/base64/Base64Encoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/base64/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/json/JsonObjectDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/CachingClassResolver.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/ClassResolver.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/ClassResolvers.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/ObjectEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
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/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/ReferenceMap.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/SoftReferenceMap.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-

```
jar/io/netty/handler/codec/serialization/WeakReferenceMap.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/serialization/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/string/LineEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/string/LineSeparator.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/string/StringDecoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/string/StringEncoder.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-
jar/io/netty/handler/codec/string/package-info.java/*
/opt/cola/permits/2616834399_1758693748.428702/0/netty-codec-base-4-2-5-final-sources-jar/module-info.yml#
-----
```

Found in path(s):

*

1.306 netty-codec-smtp 4.1.128.Final

1.306.1 Available under license :

Maven Wrapper Jar

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1.307 tomli 2.0.1

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Bundle-Version: 12.0.22
Export-Package: org.eclipse.jetty.io;uses:="javax.net.ssl,org.eclipse.jetty.util,org.eclipse.jetty.util.annotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.resource,org.eclipse.jetty.util.ssl,org.eclipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.content;uses:="org.eclipse.jetty.io,org.eclipse.jetty.util,org.eclipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.jmx;uses:="org.eclipse.jetty.jmx,org.eclipse.jetty.util.annotation";version="12.0.22",org.eclipse.jetty.io.ssl;uses:="javax.net.ssl,org.eclipse.jetty.io,org.eclipse.jetty.util.ssl";version="12.0.22"
Import-Package: org.slf4j;version="[1.7,3.0)",java.io,java.lang,java.lang.invoke,java.lang.reflect,java.lang.runtime,java.net,java.nio,java.nio.channels,java.nio.charset,java.nio.file,java.security.cert,java.time,java.time.format,java.time.temporal,java.util,java.util.concurrent,java.util.concurrent.atomic,java.util.concurrent.locks,java.util.function,java.util.stream,javax.net.ssl,org.eclipse.jetty.jmx;version="[12.0.22,13)";resolution:=optional,org.eclipse.jetty.util;version="[12.0.22,13)",org.eclipse.jetty.util.annotation;version="[12.0.22,13)",org.eclipse.jetty.util.component;version="[12.0.22,13)",org.eclipse.jetty.util.resource;version="[12.0.22,13)",org.eclipse.jetty.util.ssl;version="[12.0.22,13)",org.eclipse.jetty.util.statistic;version="[12.0.22,13)",org.eclipse.jetty.util.thread;version="[12.0.22,13)",org.eclipse.jetty.util.thread.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",org.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

Found in path(s):
* /jetty-zip/file.txt

1.309 Iz4-java 0

1.309.1 Available under license :

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projectlombok/lombok.patcher

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1.312 aether-api 1.13.1

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```

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```

```
import java.util.Collection;
import java.util.Collections;
import java.util.Iterator;
import java.util.LinkedHashSet;
import java.util.List;
```

```
import org.sonatype.aether.RepositoryException;
import org.sonatype.aether.artifact.Artifact;
import org.sonatype.aether.graph.DependencyNode;
import org.sonatype.aether.version.VersionConstraint;
```

```
/**
 * Thrown in case of an unsolvable conflict between different version constraints for a dependency.
 *
 * @author Benjamin Bentmann
 */
public class UnsolvableVersionConflictException
    extends RepositoryException
{

    private final Object dependencyConflictId;

    private final Collection<String> versions;

    private final Collection<List<DependencyNode>> paths;

    public UnsolvableVersionConflictException( Object dependencyConflictId, Collection<String> versions )
    {
        super( "Could not resolve version conflict for " + dependencyConflictId + " with requested versions "
            + toList( versions ) );
        this.dependencyConflictId = ( dependencyConflictId != null ) ? dependencyConflictId : "";
        this.versions = ( versions != null ) ? versions : Collections.<String> emptyList();
        this.paths = Collections.emptyList();
    }
}
```

```

    }

    private static String toList( Collection<String> versions )
    {
        StringBuilder buffer = new StringBuilder( 256 );
        if ( versions != null )
        {
            for ( String version : versions )
            {
                if ( buffer.length() > 0 )

            {
                buffer.append( ", " );
            }
            buffer.append( version );
        }
    }
    return buffer.toString();
}

    public UnsolvableVersionConflictException( Collection<List<DependencyNode>> paths, Object
dependencyConflictId )
    {
        super( "Could not resolve version conflict among " + toPaths( paths ) );
        this.dependencyConflictId = ( dependencyConflictId != null ) ? dependencyConflictId : "";
        if ( paths == null )
        {
            this.paths = Collections.emptyList();
            this.versions = Collections.emptyList();
        }
        else
        {
            this.paths = paths;
            this.versions = new LinkedHashSet<String>();
            for ( List<DependencyNode> path : paths )
            {
                VersionConstraint constraint = path.get( path.size() - 1 ).getVersionConstraint();
                if ( constraint != null && !constraint.getRanges().isEmpty() )

            {
                versions.add( constraint.toString() );
            }
        }
    }
}

    private static String toPaths( Collection<List<DependencyNode>> paths )
    {

```

```

String result = "";

if ( paths != null )
{
    Collection<String> strings = new LinkedHashSet<String>();

    for ( List<DependencyNode> path : paths )
    {
        strings.add( toPath( path ) );
    }

    result = strings.toString();
}

return result;
}

private static String toPath( List<DependencyNode> path )
{
    StringBuilder buffer = new StringBuilder( 256 );

    for ( Iterator<DependencyNode> it = path.iterator(); it.hasNext(); )
    {
        DependencyNode node = it.next();
        if ( node.getDependency() == null )
        {
            continue;
        }

        Artifact artifact = node.getDependency().getArtifact();
        buffer.append( artifact.getGroupId()

);
        buffer.append( ':' ).append( artifact.getArtifactId() );
        buffer.append( ':' ).append( artifact.getExtension() );
        if ( artifact.getClassifier().length() > 0 )
        {
            buffer.append( ':' ).append( artifact.getClassifier() );
        }
        buffer.append( ':' ).append( node.getVersionConstraint() );

        if ( it.hasNext() )
        {
            buffer.append( " -> " );
        }
    }

    return buffer.toString();
}

```

```

/**
 * Gets the conflict id of the dependency that encountered the version conflict.
 *
 * @return The conflict id, never {@code null}.
 */
public Object getDependencyConflictId()
{
    return dependencyConflictId;
}

/**
 * Gets the paths leading to the conflicting dependencies.
 *
 * @return The (read-only) paths leading to the conflicting dependencies, never {@code null}.
 */
public Collection<List<DependencyNode>>
getPaths()
{
    return paths;
}

/**
 * Gets the conflicting version constraints of the dependency.
 *
 * @return The (read-only) conflicting version constraints, never {@code null}.
 */
public Collection<String> getVersions()
{
    return versions;
}
}
package org.sonatype.aether.repository;

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 *****/

/**
 * A policy controlling access to a repository. <em>Note:</em> Instances of this class are immutable and the
 * exposed
 * mutators return new objects rather than changing the current instance.
 *

```

```

* @author Benjamin Bentmann
*/
public final class RepositoryPolicy
{

    /**
     * Never update locally cached data.
     */
    public static final String UPDATE_POLICY_NEVER = "never";

    /**
     * Always update locally cached data.
     */
    public static final String UPDATE_POLICY_ALWAYS = "always";

    /**
     * Update locally cached data once a day.
     */
    public static final String UPDATE_POLICY_DAILY = "daily";

    /**
     * Update locally cached data every X minutes as given by "interval:X".
     */
    public static final String UPDATE_POLICY_INTERVAL = "interval";

    /**
     * Verify checksums and fail the resolution if they do not match.
     */
    public static final String CHECKSUM_POLICY_FAIL = "fail";

    /**
     * Verify checksums and warn if they do not match.
     */
    public static final String CHECKSUM_POLICY_WARN = "warn";

    /**
     * Do not verify checksums.
     */
    public static final String CHECKSUM_POLICY_IGNORE = "ignore";

    private final boolean enabled;

    private final String updatePolicy;

    private final String checksumPolicy;

    /**
     * Creates a new policy with checksum warnings and daily update checks.

```

```

    */
    public RepositoryPolicy()
    {
        this( true, UPDATE_POLICY_DAILY, CHECKSUM_POLICY_WARN
    );
    }

    /**
     * Creates a new policy with the specified settings.
     *
     * @param enabled A flag whether the associated repository should be accessed or not.
     * @param updatePolicy The update interval after which locally cached data from the repository is considered
    stale
     * and should be refetched, may be {@code null}.
     * @param checksumPolicy The way checksum verification should be handled, may be {@code null}.
     */
    public RepositoryPolicy( boolean enabled, String updatePolicy, String checksumPolicy )
    {
        this.enabled = enabled;
        this.updatePolicy = ( updatePolicy != null ) ? updatePolicy : "";
        this.checksumPolicy = ( checksumPolicy != null ) ? checksumPolicy : "";
    }

    /**
     * Indicates whether the associated repository should be contacted or not.
     *
     * @return {@code true} if the repository should be contacted, {@code false} otherwise.
     */
    public boolean isEnabled()
    {
        return
    enabled;
    }

    /**
     * Sets the enabled flag for the associated repository.
     *
     * @param enabled {@code true} if the repository should be contacted, {@code false} otherwise.
     * @return The new policy, never {@code null}.
     */
    public RepositoryPolicy setEnabled( boolean enabled )
    {
        if ( this.enabled == enabled )
        {
            return this;
        }
        return new RepositoryPolicy( enabled, updatePolicy, checksumPolicy );
    }
}

```

```

/**
 * Gets the update policy for locally cached data from the repository.
 *
 * @return The update policy, never {@code null}.
 */
public String getUpdatePolicy()
{
    return updatePolicy;
}

/**
 * Sets the update policy for locally cached data from the repository. Well-known policies are
 * {@link #UPDATE_POLICY_NEVER}, {@link #UPDATE_POLICY_ALWAYS}, {@link
#UPDATE_POLICY_DAILY} and
 * {@link #UPDATE_POLICY_INTERVAL}
 *
 * @param updatePolicy The
update policy, may be {@code null}.
 * @return The new policy, never {@code null}.
 */
public RepositoryPolicy setUpdatePolicy( String updatePolicy )
{
    if ( this.updatePolicy.equals( updatePolicy ) )
    {
        return this;
    }
    return new RepositoryPolicy( enabled, updatePolicy, checksumPolicy );
}

/**
 * Gets the policy for checksum validation.
 *
 * @return The checksum policy, never {@code null}.
 */
public String getChecksumPolicy()
{
    return checksumPolicy;
}

/**
 * Sets the policy for checksum validation. Well-known policies are {@link #CHECKSUM_POLICY_FAIL},
 * {@link #CHECKSUM_POLICY_WARN} and {@link #CHECKSUM_POLICY_IGNORE}.
 *
 * @param checksumPolicy The checksum policy, may be {@code null}.
 * @return The new policy, never {@code null}.
 */
public RepositoryPolicy setChecksumPolicy( String checksumPolicy )

```



```

{
    if ( this.checksumPolicy.equals(
checksumPolicy ) )
    {
        return this;
    }
    return new RepositoryPolicy( enabled, updatePolicy, checksumPolicy );
}

@Override
public String toString()
{
    StringBuilder buffer = new StringBuilder( 256 );
    buffer.append( "enabled=" ).append( isEnabled() );
    buffer.append( ", checksums=" ).append( getChecksumPolicy() );
    buffer.append( ", updates=" ).append( getUpdatePolicy() );
    return buffer.toString();
}

@Override
public boolean equals( Object obj )
{
    if ( this == obj )
    {
        return true;
    }

    if ( obj == null || !getClass().equals( obj.getClass() ) )
    {
        return false;
    }

    RepositoryPolicy that = (RepositoryPolicy) obj;

    return enabled == that.enabled && updatePolicy.equals( that.updatePolicy )
        && checksumPolicy.equals( that.checksumPolicy );
}

@Override
public int hashCode()
{
    int hash = 17;
    hash = hash * 31 + ( enabled ? 1 : 0 );
    hash = hash * 31 + updatePolicy.hashCode();
    hash = hash * 31 + checksumPolicy.hashCode();
    return hash;
}

```

}

1.313 subzero-all 0.10

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1.315 jetty-security 12.0.25

1.315.1 Available under license :

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

//

Found in path(s):

* /jetty-security-12-0-25-sources-jar/module-info.java

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/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/AbstractLoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/AuthenticationState.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/Authenticator.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/Constraint.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/DefaultAuthenticatorFactory.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/DefaultIdentityService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/EmptyLoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/HashLoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/IdentityService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/JDBCLoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/LoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/PropertyUserStore.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/RoleDelegateUserIdentity.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/RolePrincipal.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/SPNEGOLoginService.java//

/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/SPNEGOUserPrincipal.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/SecurityHandler.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/ServerAuthException.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/UserIdentity.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/UserPrincipal.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/UserStore.java//
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/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/authentication/SslClientCertAuthenticator.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/authentication/package-info.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/internal/DefaultUserIdentity.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/internal/DeferredAuthenticationState.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/internal/RoleRunAsToken.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/JAASLoginService.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/JAASPrincipal.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/JAASRole.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/JAASUserPrincipal.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/PropertyUserStoreManager.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/callback/AbstractCallbackHandler.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-jar/org/eclipse/jetty/security/jaas/callback/DefaultCallbackHandler.java//

```

/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/callback/ObjectCallback.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/callback/RequestCallback.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/callback/RequestParameterCallback.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/callback/package-info.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/package-info.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/AbstractDatabaseLoginModule.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/AbstractLoginModule.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/DataSourceLoginModule.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/JDBCLoginModule.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/LdapLoginModule.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/PropertyFileLoginModule.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/jaas/spi/package-info.java//
/opt/cola/permits/2606115376_1758694836.2306812/0/jetty-security-12-0-25-sources-
jar/org/eclipse/jetty/security/package-info.java//

```

Found
in path(s):
*

1.316 netty-transport-classes-kqueue

4.1.125.Final

1.316.1 Available under license :

```

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1.317 python-setuptools 80.9.0

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```
python -m validate_pyproject.pre_compile --output-dir=setuptools/config/_validate_pyproject --enable-plugins  
setuptools distutils --very-verbose -t setuptools=setuptools/config/setuptools.schema.json -t  
distutils=setuptools/config/distutils.schema.json
```

Please avoid changing it manually.

You can report issues or suggest changes directly to `validate-pyproject`
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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
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1.318 statistics 1.0.2

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* Author: Luke Hutchison (luke.hutch@gmail.com)

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* Hosted at: <https://github.com/classgraph/classgraph>

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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessByteBufferReader.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/ArraySlice.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/Slice.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/PathSlice.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessArrayReader.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/ClassfileReader.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/SequentialReader.java

*

/classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessReader.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/reader/RandomAccessFileChannelReader.java

* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fileslice/FileSlice.java

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*

* Author: Luke Hutchison

*

* Hosted at: <https://github.com/classgraph/classgraph>

*

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Found in path(s):

- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/TypeResolutions.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/Classfile.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleReaderProxy.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/PackageInfo.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodParameterInfo.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/Resource.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/concurrency/SingletonMap.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassMemberInfo.java
- *
- /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassRefOrTypeVariableSignature.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/PhysicalZipFile.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/LogNode.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/TypeParameter.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ClassFieldCache.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/CallStackReader.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassGraphException.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassInfo.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationInfo.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/ProxyingInputStream.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONArray.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ReferenceTypeSignature.java
- *
- /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/ZipFileSlice.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/types/ParseException.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONParser.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandler.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ScanResultObject.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleRef.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/utils/FastPathResolver.java

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* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONDeserializer.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/PackageInfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/Utils/VersionFinder.java
* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/WeblogicClassLoaderHandler.java
*
/classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/Id.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElementDir.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElement.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/recycler/RecycleOnClose.java
* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/FallbackClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/JPMSCClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ModuleFinder.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/Utils/FileUtils.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleInfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/NestedJarHandler.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ClassFields.java
*
/classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassInfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ClassLoaderFinder.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/Scanner.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/concurrency/InterruptChecker.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ObjectTypedValueWrapper.java
* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/TypeArgument.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/Utils/StringUtils.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONUtils.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ArrayClassInfo.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONSerializer.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ArrayTypeSignature.java
*
/classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/concurrency/WorkQueue.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/BaseTypeSignature.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/scanspec/ScanSpec.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/LogicalZipFile.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassGraph.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElementZip.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodInfoList.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ClasspathFinder.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassGraphClassLoader.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/URLClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassRefTypeSignature.java
*
/classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/ClassLoaderHandlerRegistry.java
* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/EquinoxContextFinderClassLoaderHandler.java

```


- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/TypeSignature.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONObject.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/FieldInfoList.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/JSONReference.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/PotentiallyUnmodifiableList.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/types/Parser.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationInfoList.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/TomcatWebappClassLoaderBaseHandler.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/ClassGraphClassLoaderHandler.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/UnoOneJarClassLoaderHandler.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/recycler/Resettable.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/PlexusClassWorldsClassRealmClassLoaderHandler.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ClassLoaderOrder.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/types/TypeUtils.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationParameterValueList.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/GraphvizDotfileGenerator.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClassTypeSignature.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ParameterizedTypeImpl.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/scanspec/AcceptReject.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/Utils/JarUtils.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/SystemJarFinder.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/Utils/CollectionUtils.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodTypeSignature.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModuleInfo.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/ParentLastDelegationOrderTestClassLoaderHandler.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationParameterValue.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationEnumValue.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classpath/ClasspathOrder.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/fastzipfilereader/FastZipEntry.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/recycler/Recycler.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/HierarchicalTypeSignature.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ModulePathInfo.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/TypeVariableSignature.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/InfoList.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/Utils/URLPathEncoder.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/ReferenceEqualityKey.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/HasName.java
- * /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ScanResult.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/reflection/ReflectionUtils.java
- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/ClassGraphClassLoaderHandler.java

jar/nonapi/io/github/classgraph/classloaderhandler/OSGiDefaultClassLoaderHandler.java
* /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/json/FieldTypeInfo.java
*
/classgraph-4-8-165-sources-2-jar/io/github/classgraph/FieldInfo.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/AnnotationClassRef.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MethodInfo.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/MappableInfoList.java
* /classgraph-4-8-165-sources-2-jar/io/github/classgraph/ClasspathElementModule.java
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 * Hosted at: https://github.com/classgraph/classgraph
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* /classgraph-4-8-165-sources-2-
jar/nonapi/io/github/classgraph/classloaderhandler/SpringBootRestartClassLoaderHandler.java
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jar/nonapi/io/github/classgraph/classloaderhandler/QuarkusClassLoaderHandler.java
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*
* Hosted at: https://github.com/classgraph/classgraph
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- * /classgraph-4-8-165-sources-2-jar/nonapi/io/github/classgraph/classloaderhandler/FelixClassLoaderHandler.java

1.320 tomli 2.2.1

1.320.1 Available under license :

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1.322 netty-codec-haproxy 4.1.125.Final

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Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.

It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers.

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1.327 grpc-stub 1.66.0

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1.330 netty-codec-redis 4.1.125.Final

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1.335 jul-to-slf4j 2.0.17

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1.336 xpp 3.3.0

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Found in path(s):

*

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

<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

* /netty-buffer-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-buffer/pom.xml

1.338 jctools-core 4.0.5

1.338.1 Available under license :

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

<name>Apache License, Version 2.0</name>

<url><http://www.apache.org/licenses/LICENSE-2.0.txt></url>

Found in path(s):

* /jctools-core-4-0-5-6-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

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Manifest-Version: 1.0

Bnd-LastModified: 1717253512851

Build-Jdk-Spec: 1.8

Bundle-Description: Java Concurrency Tools Core Library

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: Java Concurrency Tools Core Library

Bundle-SymbolicName: org.jctools.core

Bundle-Version: 4.0.5

Created-By: Apache Maven Bundle Plugin 5.1.8

Export-Package: org.jctools.maps;version="4.0.5",org.jctools.util;version="4.0.5";uses="sun.misc",org.jctools.queues;version="4.0.5",org.jctools.queues.atomic;version="4.0.5";uses="org.jctools.queues",org.jctools.queues.atomic.unpadded;version="4.0.5";uses="org.jctools.queues",org.jctools.queues.unpadded;version="4.0.5";uses="org.jctools.queues",org.jctools.counters;version="4.0.5"

Import-Package: sun.misc;resolution:=optional

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.6))"

Tool: Bnd-6.3.1.202206071316

Found in path(s):

*

1.339 jakarta-transaction-api 2.0.1

1.339.1 Available under license :

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes

2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
PSF	yes			

Footnotes:

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(2) According to Richard Stallman, 1.6.1 is not GPL-compatible, because its license has a choice of law clause. According to CNRI, however, Stallman's lawyer has told CNRI's lawyer that 1.6.1 is "not incompatible" with the GPL.

Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/META-INF/native-image/io.netty/netty-handler/native-image.properties# Copyright 2019 The Netty Project
/opt/cola/permits/2616834460_1758691985.515089/0/netty-handler-4-2-5-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java/*
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/*_#####
_##
_## SNMP4J - JavaLogAdapter.java
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```

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/log/JavaLogAdapter.java

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_## SNMP4J - TransportStateEvent.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/TransportStateEvent.java

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_## SNMP4J - SnmpCommand.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/tools/console/SnmpCommand.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/TlsTmSecurityCallbackProxy.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/Null.java

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_## SNMP4J - MaxAccess.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/MaxAccess.java

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_## SNMP4J - SNMP4JSettings.java
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* /snmp4j-3-7-7-sources-jar/org/snmp4j/SNMP4JSettings.java

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```

<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>org.snmp4j</groupId>
  <artifactId>snmp4j</artifactId>
  <packaging>jar</packaging>
  <version>3.7.7</version>
  <properties>
    <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
    <project.build.resourceEncoding>UTF-8</project.build.resourceEncoding>
  </properties>
  <name>SNMP4J</name>
  <description>SNMP API for Java</description>
  <url>https://snmp4j.org</url>
  <developers>
    <developer>
      <name>Frank Fock</name>
      <email>fock@agentpp.com</email>
      <organization>AGENTPP</organization>
      <organizationUrl>https://agentpp.com</organizationUrl>
    </developer>
  </developers>
  <scm>
    <url>scm:git:git@snmp.app:snmp4j.git</url>
    <developerConnection>scm:git:git@snmp.app:snmp4j.git</developerConnection>
  </scm>
  <licenses>
    <license>
      <name>Apache 2</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
      <distribution>repo</distribution>
    </license>
  </licenses>

```

```

<organization>
  <name>SNMP4J.org</name>
  <url>https://snmp4j.org</url>
</organization>
<profiles>
  <profile>
    <id>default</id>
    <distributionManagement>
      <downloadUrl>https://snmp.app/dist</downloadUrl>
      <repository>
        <uniqueVersion>>false</uniqueVersion>
        <id>oosnmpRepo</id>
        <name>snmp.app Repository</name>
        <url>dav:https://snmp.app/dist/release</url>
        <layout>default</layout>
      </repository>
      <snapshotRepository>
        <uniqueVersion>>false</uniqueVersion>
        <id>oosnmpRepo</id>
        <name>snmp.app Snapshots</name>
        <url>dav:https://snmp.app/dist/snapshot</url>
        <layout>default</layout>
      </snapshotRepository>
    </distributionManagement>
  </profile>
  <profile>
    <id>make-assembly</id>
    <build>
      <plugins>
        <plugin>
          <groupId>org.apache.maven.plugins</groupId>
          <artifactId>maven-jar-plugin</artifactId>
          <version>3.2.0</version>
          <configuration>
            <archive>
              <manifest>
                <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
              </manifest>
            </archive>
          </configuration>
        </plugin>
        <plugin>
          <groupId>org.apache.maven.plugins</groupId>
          <artifactId>maven-assembly-plugin</artifactId>
          <version>3.3.0</version>
          <executions>
            <execution>
              <id>make-assembly</id>
              <phase>package</phase>
              <goals>
                <goal>single</goal>
              </goals>
            </execution>
          </executions>
        </plugin>
      </plugins>
    </build>
  </profile>
</profiles>

```



```

        </goals>
      </configuration>
    </descriptors>
    <descriptor>assembly.xml</descriptor>
  </descriptors>
</configuration>
</execution>
</executions>
</plugin>
</plugins>
</build>
</profile>
<profile>
  <id>ossrh</id>
  <distributionManagement>
    <snapshotRepository>
      <id>ossrh</id>
      <url>https://oss.sonatype.org/content/repositories/snapshots</url>
    </snapshotRepository>
    <repository>
      <id>ossrh</id>
      <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
    </repository>
  </distributionManagement>
  <build>
    <plugins>
      <plugin>
        <groupId>org.apache.maven.plugins</groupId>
        <artifactId>maven-gpg-plugin</artifactId>
        <version>1.6</version>
        <executions>
          <execution>
            <id>sign-artifacts</id>
            <phase>verify</phase>
            <goals>
              <goal>sign</goal>
            </goals>
          </execution>
        </executions>
        <configuration>
          <keyname>${gpg.keyname}</keyname>
          <passphraseServerId>${gpg.keyname}</passphraseServerId>
          <gpgArguments>
            <arg>--pinentry-mode</arg>
            <arg>loopback</arg>
          </gpgArguments>
        </configuration>
      </plugin>

```

```

    <plugin>
      <groupId>org.sonatype.plugins</groupId>
      <artifactId>nexus-staging-maven-plugin</artifactId>
      <version>1.6.13</version>
      <extensions>true</extensions>
      <configuration>
        <serverId>ossrh</serverId>
        <nexusUrl>https://oss.sonatype.org/</nexusUrl>
        <autoReleaseAfterClose>true</autoReleaseAfterClose>
        <stagingProgressTimeoutMinutes>10</stagingProgressTimeoutMinutes>
      </configuration>
    </plugin>
  </plugins>
</build>
</profile>
</profiles>
<dependencies>
  <dependency>
    <groupId>junit</groupId>
    <artifactId>junit</artifactId>
    <version>4.13.2</version>
    <scope>test</scope>
  </dependency>
</dependencies>
<build>
  <outputDirectory>classes</outputDirectory>
  <extensions>
    <extension>
      <groupId>org.apache.maven.wagon</groupId>
      <artifactId>wagon-webdav-jackrabbit</artifactId>
      <version>3.3.4</version>
    </extension>
  </extensions>
  <plugins>
    <plugin>
      <groupId>org.apache.maven.plugins</groupId>
      <artifactId>maven-help-plugin</artifactId>
      <version>2.2</version>
    </plugin>
    <plugin>
      <groupId>org.apache.maven.plugins</groupId>
      <artifactId>maven-source-plugin</artifactId>
      <version>3.2.1</version>
      <configuration>
        <excludes>
          <exclude>src/test/*</exclude>
        </excludes>
      </configuration>
    </plugin>
  </plugins>

```

```

    <executions>
      <execution>
        <id>attach-sources</id>
        <phase>verify</phase>
        <goals>
          <goal>jar-no-fork</goal>
        </goals>
      </execution>
    </executions>
  </plugin>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>

<version>3.4.1</version>
  <executions>
    <execution>
      <id>attach-javadocs</id>
      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
  <configuration>
    <stylesheet>java</stylesheet>
    <doctitle>${project.name} ${project.version}</doctitle>
    <bottom>Copyright 2005-2023 Frank Fock (SNMP4J.org)</bottom>
    <windowtitle>${project.name} ${project.version}</windowtitle>
    <docfilessubdirs>true</docfilessubdirs>
    <excludePackageNames>org.snmp4j.test:org.snmp4j.test.tools.console</excludePackageNames>
    <show>protected</show>
    <version />
    <author />
    <encoding>UTF-8</encoding>
    <additionalOptions>-html5 -Xdoclint:-html</additionalOptions>
  </configuration>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-compiler-plugin</artifactId>
  <version>3.10.1</version>
  <configuration>
    <source>9</source>
    <target>9</target>
    <release>9</release>
    <encoding>UTF-8</encoding>
    <compilerArgument>-Xlint:all</compilerArgument>
  </configuration>

```

```

</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-jar-plugin</artifactId>
  <version>3.2.2</version>
  <configuration>
    <archive>
      <manifest>
        <mainClass>org.snmp4j.tools.console.SnmpCommand</mainClass>
      </manifest>

    </archive>
    <excludes>
      <exclude>classes-test/**</exclude>
    </excludes>
  </configuration>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-assembly-plugin</artifactId>
  <version>3.3.0</version>
  <configuration>
    <descriptors>
      <descriptor>assembly.xml</descriptor>
    </descriptors>
  </configuration>
  <executions>
    <execution>
      <id>make-assembly</id>
      <phase>package</phase>
      <goals>
        <goal>single</goal>
      </goals>
    </execution>
  </executions>
</plugin>
</plugins>
</build>
</project>

```

Found in path(s):

*

/snmp4j-3-7-7-sources-jar/META-INF/maven/org.snmp4j/snmp4j/pom.xml

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_## SNMP4J - TreeListener.java

```

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/util/TreeListener.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/event/UsmUserEvent.java

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_##
_## SNMP4J - LogFactory.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/log/LogFactory.java

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Found in path(s):

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_##
_## SNMP4J - PrivAES192With3DESKeyExtension.java

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Found in path(s):

* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/nonstandard/PrivAES192With3DESKeyExtension.java

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```

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/dh/DHParameters.java

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/* _#####
_##
_## SNMP4J - UsmSecurityParameters.java

```



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```

Found in path(s):

* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/UsmSecurityParameters.java

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```

Found in path(s):

* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/OID.java

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/* _#####
_##
_## SNMP4J - TransportType.java

```

```

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_## SNMP4J - ArgumentParser.java

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_## SNMP4J - TimedMessageID.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/event/AuthenticationFailureEvent.java

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_## SNMP4J - MPv3.java

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_## SNMP4J - AuthGeneric.java

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_## SNMP4J - DefaultTlsTmSecurityCallback.java

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_## SNMP4J - DtlsAddress.java

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_## SNMP4J - ByteArrayWindow.java

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_## SNMP4J - SimpleOIDTextFormat.java

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_## SNMP4J - SubIndexInfoImpl.java

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```

Found in path(s):

* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/AbstractTransportMapping.java

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```

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/smi/TcpAddress.java

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_##
_## SNMP4J - PduHandleCallback.java

```



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* /snmp4j-3-7-7-sources-jar/org/snmp4j/security/PrivAES192.java

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_## SNMP4J - UsmUserEntry.java

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_## SNMP4J - ResponseListener.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/X509TlsTransportMappingConfig.java

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_## SNMP4J - AbstractConnectionOrientedTransportMapping.java

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* /snmp4j-3-7-7-sources-jar/org/snmp4j/transport/tls/SSLEngineConfigurator.java

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options.des.y=Set the privacy protocol to be used to encrypt SNMPv3 messages. Valid values are DES, AES (AES128), AES192, AES256, AES192p, AES256p, and 3DES(DESEDE). The AES protocols that end with 'p' (for

proprietary) are using a non-standardized key extension algorithm from 3DES.

Found in path(s):

* /snmp4j-3-7-7-sources-jar/org/snmp4j/tools/console/help.properties

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1.352 netty-transport 4.1.125.Final

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1.354 spring-boot-actuator-autoconfigure

3.3.13

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Spring Boot 3.3.13

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1.355 jackson-datatype-jsr310 2.17.3

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Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers.

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1.356 xpp 1.4c

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```
/*
 * $Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultProcessingInstructio
 nNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
 * $Revision: 1.1 $
 * $Date: 2004/06/16 15:55:36 $
 *
 * =====
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* \$Id: DefaultProcessingInstructionNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultProcessingInstructionNodeStep.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAttributeAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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* $Id: IterableAttributeAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAttributeAxis.java
No license file was found, but licenses were detected in source scan.

/*

```

```

* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/TrueFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
*
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* \$Id:

TrueFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/TrueFunction.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/UnaryExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id: UnaryExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/UnaryExpr.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNotEqualsExpr.java,

v 1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

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* $Id:
* DefaultNotEqualsExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNotEqualsExpr.java
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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/FalseFunction.java,v 1.1
2004/06/16 15:55:40 aslom Exp $
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* $Id:
* FalseFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

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* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/PathExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
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* \$Id: PathExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/PathExpr.java

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* \$Header:

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* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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 * \$Id: SubstringBeforeFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringBeforeFunction.java
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 * \$Header:
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 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$
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 *
 * \$Id: DefaultNameStep.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNameStep.java

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

/*

* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Predicate.java,v

1.2 2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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* \$Id: Predicate.java,v
1.2 2005/08/11 22:44:00 aslom Exp \$
*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/Predicate.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFilterExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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 *

* \$Id:
 * DefaultFilterExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFilterExpr.java
 No license file was found, but licenses were detected in source scan.

```

/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/AnyChildNodeTest.java,
* v 1.1 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
*
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* \$Id:

AnyChildNodeTest.java,v 1.1 2004/06/16 15:55:41 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/AnyChildNodeTest.java

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/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathLex
er.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

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* \$Id: XPathLexer.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathLexer.java

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* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/QualifiedName.java,v

1.1 2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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* $Id: QualifiedName.java,v
* 1.1 2004/06/16 15:55:34 aslom Exp $
*/

```

Found in path(s):

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/QualifiedName.java
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/*
* $Header:
* /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NameTest.java,v 1.1
* 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* \$Id: NameTest.java,v

1.1 2004/06/16 15:55:41 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NameTest.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Predicated.java,v 1.1

2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id: Predicated.java,v
1.1 2004/06/16 15:55:36 aslom Exp \$
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* \$Header:
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,v 1.1 2004/06/16 15:55:40 aslom Exp \$
* \$Revision: 1.1 \$
* \$Date: 2004/06/16 15:55:40 \$
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\$Id: StartsWithFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$
 */

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 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/StartsWithFunction.java
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 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLocationPath.java,v
 1.2 2005/08/11 22:44:00 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:00 \$
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- *
- * \$Id:
- * DefaultLocationPath.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$
- */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLocationPath.java

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

/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/FloorFunction.java,v 1.1

2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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* \$Id:

FloorFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/FloorFunction.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/StringLengthFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

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- *
- * \$Id: StringLengthFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$
- */

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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/StringLengthFunction.java

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/*

```

* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultArithExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
*
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* \$Id:

DefaultArithExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultArithExpr.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/XPathReader.java,v 1.1
2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id:

* XPathReader.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/XPathReader.java

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* \$Header:

* /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NoNodeTest.java,v 1.1

* 2004/06/16 15:55:41 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:41 \$

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* \$Id: NoNodeTest.java,v
1.1 2004/06/16 15:55:41 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NoNodeTest.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/DefaultNavigator.java,v 1.1
2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

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* $Id: DefaultNavigator.java,v
* 1.1 2004/06/16 15:55:34 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/DefaultNavigator.java
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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LowerFunction.java,
* v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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\$Id: LowerFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LowerFunction.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathExpr.java,v 1.1

2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id: XPathExpr.java,v
 * 1.1 2004/06/16 15:55:36 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathExpr.java
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* \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/XPathSyntaxException.java,v
 1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

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```
*
* $Id: XPathSyntaxException.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
*/
```

Found in path(s):

```
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/XPathSyntaxException.java
```

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

```
/*
* $Header:
* /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/SelfAxisIterator.java,v 1.1
* 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
*
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 *
 * \$Id:
 SelfAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/SelfAxisIterator.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NumberFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:40 \$
 *
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 * Jaxen Project, please see <<http://www.jaxen.org/>>.
 *
 * \$Id:
 * NumberFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NumberFunction.java

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

/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultEqualityExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

*

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* \$Id:

DefaultEqualityExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultEqualityExpr.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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* $Id: IterableAncestorAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorAxis.java
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/*
* $Header:

```

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NamespaceUriFunction.

java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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* \$Id: NamespaceUriFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NamespaceUriFunction.java
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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPathExpr.java,v 1.2
2005/08/11 22:44:00 aslom Exp \$

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* $Id: DefaultPathExpr.java,v
* 1.2 2005/08/11 22:44:00 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPathExpr.java
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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultVariableReferenceE
* xpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
*
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 * \$Id: DefaultVariableReferenceExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultVariableReferenceExpr.java
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 * $Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/helpers/XPathReaderFactory.java,v 1.2 2004/10/01 08:33:20 aslom Exp $
 * $Revision: 1.2 $
 * $Date: 2004/10/01 08:33:20 $
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* \$Id:
 XPathReaderFactory.java,v 1.2 2004/10/01 08:33:20 aslom Exp \$
 */

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 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/helpers/XPathReaderFactory.java
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/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingAxis.j
 ava,v 1.2 2005/08/11 22:44:01 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:01 \$
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 *

* \$Id: IterableFollowingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingAxis.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NotFunction.java,v 1.1

2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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 *
 * \$Id: NotFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NotFunction.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultDivExpr.java,v 1.1
 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$
 *
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 * \$Id: DefaultDivExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultDivExpr.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/TranslateFunction.java,

v 1.1 2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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\$Id: TranslateFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/TranslateFunction.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAndExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id: DefaultAndExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAndExpr.java

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/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ConcatFunction.java,v
* 1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
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* \$Id:

ConcatFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ConcatFunction.java

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* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/Operator.java,v 1.1
2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

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* $Id: Operator.java,v
* 1.1 2004/06/16 15:55:43 aslom Exp $
*/

```

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/Operator.java
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/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTruthExpr.java,v 1.2
* 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $

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* $Id:
* DefaultTruthExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
*/

```

Found in path(s):

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTruthExpr.java
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/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/Function.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
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- *
- * \$Id: Function.java,v
- * 1.1 2004/06/16 15:55:34 aslom Exp \$
- */

Found in path(s):

- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/Function.java

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- /*
- * \$Header:
- */extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/VariableContext.java,v 1.1
- 2004/06/16 15:55:34 aslom Exp \$
- * \$Revision: 1.1 \$
- * \$Date: 2004/06/16 15:55:34 \$
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* \$Id: VariableContext.java,v

1.1 2004/06/16 15:55:34 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/VariableContext.java

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/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathFactory.java,v 1.1

2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id: XPathFactory.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/XPathFactory.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/NormalizeSpaceFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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 * \$Id: NormalizeSpaceFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/NormalizeSpaceFunction.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/DefaultXPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

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 * \$Id: DefaultXPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-
 jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/DefaultXPathHandler.java
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/*
 * \$Header:
 /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnaryExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$

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\$Id:

DefaultUnaryExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnaryExpr.java

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```
/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NodeTypeTest.java,v 1.1
* 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* \$Id: NodeTypeTest.java,v
1.1 2004/06/16 15:55:41 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NodeTypeTest.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantAxis
.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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 * \$Id: IterableDescendantAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantAxis.java
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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SumFunction.java,v 1.1

2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id: SumFunction.java,v
1.1 2004/06/16 15:55:40 aslom Exp \$

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPredicated.java,v 1.1
2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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 DefaultPredicated.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
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* \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/PositionFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:40 \$
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* \$Id:

PositionFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/PositionFunction.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/FunctionContext.java,v 1.1

2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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* $Id: FunctionContext.java,v
* 1.1 2004/06/16 15:55:34 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/FunctionContext.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPlusExpr.java,v 1.1
* 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* \$Id: DefaultPlusExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultPlusExpr.java

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/*

* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/Context.java,v 1.1

2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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* \$Id: Context.java,v

1.1 2004/06/16 15:55:34 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/Context.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLessThanExpr.java,

v 1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id:
DefaultLessThanExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLessThanExpr.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/PredicateSet.java,v 1.1

2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id: PredicateSet.java,v
1.1 2004/06/16 15:55:36 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/PredicateSet.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLogicalExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

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* \$Id:
 * DefaultLogicalExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLogicalExpr.java
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* \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantOrSelfAxisIterato
 r.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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* \$Id: DescendantOrSelfAxisIterator.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantOrSelfAxisIterator.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultXPathFactory.java,v
1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id:

DefaultXPathFactory.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultXPathFactory.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/FunctionCallException.java,v 1.1

2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

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Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/FunctionCallException.java
No license file was found, but licenses were detected in source scan.

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/UnresolvableException.java,v
1.1 2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

*

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* $Id:
*   UnresolvableException.java,v 1.1 2004/06/16 15:55:34 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/UnresolvableException.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
*   /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/PatternHandler.java,v 1.2
*   2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
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* \$Id:

PatternHandler.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/PatternHandler.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingSiblingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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* \$Id: IterablePrecedingSiblingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingSiblingAxis.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultOrExpr.java,v 1.1

2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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 * \$Id: DefaultOrExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultOrExpr.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/SimpleFunctionContext.java,v

1.2 2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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* \$Id:

SimpleFunctionContext.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/SimpleFunctionContext.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/TokenTypes.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id: TokenTypes.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/TokenTypes.java

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* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTextNodeStep.java,v
1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* \$Id:

DefaultTextNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultTextNodeStep.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringFunction.java,
v 1.1 2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

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 * \$Id: SubstringFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringFunction.java
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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAbsoluteLocationPath.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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 * \$Id: DefaultAbsolutePath.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAbsolutePath.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/SAXPathParseException.java,
 v 1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

*

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* \$Id: SAXPathParseException.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/SAXPathParseException.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/UpperFunction.java,

v 1.2 2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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 *

\$Id: UpperFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/UpperFunction.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/LocalNameFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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\$Id: LocalNameFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/LocalNameFunction.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableNamespaceAxis.
 java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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- * \$Id: IterableNamespaceAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$
- */

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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableNamespaceAxis.java

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```
/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/Navigator.java,v 1.1
2004/06/16 15:55:34 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:34 $
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* \$Id: Navigator.java,v
1.1 2004/06/16 15:55:34 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/Navigator.java

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* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Expr.java,v 1.2
2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

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- * \$Id: Expr.java,v
- * 1.2 2005/08/11 22:44:00 aslom Exp \$
- */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/Expr.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanEqualE


```

xpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* \$Id: DefaultGreaterThanOrEqualExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanOrEqualExpr.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorOrSelfAxisIterator.j
ava,v 1.1 2004/06/16 15:55:42 aslom Exp \$

* \$Revision: 1.1 \$

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* $Id: AncestorOrSelfAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/IdFunction.java,v 1.1
* 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/IdFunction.java
 No license file was found, but licenses were detected in source scan.

```
/*
 * $Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/NamespaceContext.java,v 1.1
 * 2004/06/16 15:55:34 aslom Exp $
 * $Revision: 1.1 $
 * $Date: 2004/06/16 15:55:34 $
 *
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* \$Id: NamespaceContext.java,v
 * 1.1 2004/06/16 15:55:34 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/NamespaceContext.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAxis.java,v 1.2
 * 2005/08/11 22:44:01 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:01 \$
 *

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 *

* \$Id:

IterableAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAxis.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/XPathFunctionContext.java,v 1.2

2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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 *
 * \$Id: XPathFunctionContext.java,v
 1.2 2005/08/11 22:44:00 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/XPathFunctionContext.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/FunctionCallExpr.java,v 1.1
 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$
 *
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 * \$Id:
 * FunctionCallExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/FunctionCallExpr.java

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

/*

* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/BaseXPath.java,v 1.2

2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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* \$Id: BaseXPath.java,v 1.2 2005/08/11

22:44:00 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/BaseXPath.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantAxisIterator.java,

v 1.1 2004/06/16 15:55:42 aslom Exp \$

* \$Revision: 1.1 \$

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* $Id: DescendantAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/DescendantAxisIterator.java
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* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/SingleObjectIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
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* \$Id:

SingleObjectIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/SingleObjectIterator.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/SAXPathEventSource.java,v
1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

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 * \$Id: SAXPathEventSource.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$
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 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/NumberExpr.java,v 1.1
 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$

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*
* $Id: NumberExpr.java,v
* 1.1 2004/06/16 15:55:36 aslom Exp $
*/

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/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableParentAxis.java,
* v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
*
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* $Id: IterableParentAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableParentAxis.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/CountFunction.java,v
* 1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
*
* =====
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* \$Id:

CountFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/CountFunction.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/SimpleVariableContext.java,v

1.1 2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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* \$Id:
 SimpleVariableContext.java,v 1.1 2004/06/16 15:55:34 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/SimpleVariableContext.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMinusExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$
 *

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- * \$Id:

DefaultMinusExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMinusExpr.java

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/*

* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/Axis.java,v 1.2
2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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 * \$Id: Axis.java,v
 1.2 2005/08/11 22:44:02 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/Axis.java
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 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAllNodeStep.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$

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- * \$Id:
- DefaultAllNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
- */
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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAllNodeStep.java

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```
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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/TextNodeTest.java,v 1.1
* 2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* \$Id: TextNodeTest.java,v
1.1 2004/06/16 15:55:41 aslom Exp \$

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2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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* $Id:
*   PatternParser.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/PatternParser.java
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/*
* $Header:

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2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id: XPathSyntaxException.java,v
1.1 2004/06/16 15:55:34 aslom Exp \$

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultXPathExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

*

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 *
 * \$Id:
 * DefaultXPathExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

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 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultXPathExpr.java
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 /*
 * \$Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNumberExpr.java,v
 * 1.2 2005/08/11 22:44:00 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:00 \$

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* $Id:
*   DefaultNumberExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp $
*/

```

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultNumberExpr.java

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```

/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultCommentNodeStep.j
*   ava,v 1.1 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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 *
 *
 * \$Id: DefaultCommentNodeStep.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultCommentNodeStep.java
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/*
 * \$Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableChildAxis.java,v
 * 1.2 2005/08/11 22:44:01 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:01 \$
 *
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*

\$Id: IterableChildAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableChildAxis.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelativeLocationPath.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

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* \$Id: DefaultRelativeLocationPath.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelativeLocationPath.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/MatrixConcatFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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 * \$Id: MatrixConcatFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$
 */

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* $Header:
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* 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* \$Id:

NameFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableDescendantOrSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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 * \$Id: IterableDescendantOrSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$
 */

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NodeTest.java,v 1.2

2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

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* \$Id: NodeTest.java,v
1.2 2005/08/11 22:44:02 aslom Exp \$

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnionExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id:
 DefaultUnionExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultUnionExpr.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LocaleFunctionSupport.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:02 \$
 *

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 *
 * \$Id: LocaleFunctionSupport.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/LocaleFunctionSupport.java
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```
/*
 * $Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAdditiveExpr.java,v
 * 1.1 2004/06/16 15:55:36 aslom Exp $
 * $Revision: 1.1 $
 * $Date: 2004/06/16 15:55:36 $
 *
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* \$Id:
 DefaultAdditiveExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultAdditiveExpr.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/RoundFunction.java,v
 1.1 2004/06/16 15:55:40 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:40 \$
 *

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* \$Id:

RoundFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/RoundFunction.java

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/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EvaluateFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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 * \$Id: EvaluateFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EvaluateFunction.java
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 * \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/XPath.java,v 1.2
 2005/08/11 22:44:00 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:00 \$
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- * \$Id: XPath.java,v 1.2
- 2005/08/11 22:44:00 aslom Exp \$
- */

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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/XPath.java

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/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/LiteralExpr.java,v 1.1
* 2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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* \$Id: LiteralExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/LiteralExpr.java

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* \$Header:

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* \$Revision: 1.1 \$

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* $Id: Token.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/Token.java
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/*
* $Header:
*/
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingAxis.j

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ava,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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* \$Id: IterablePrecedingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterablePrecedingAxis.java
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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultModExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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*

* \$Id: DefaultModExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultModExpr.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/FollowingSiblingAxisIterator
.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:42 \$

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 *
 * \$Id: FollowingSiblingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/FollowingSiblingAxisIterator.java
 No license file was found, but licenses were detected in source scan.

```
/*
 * $Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMultiplicativeExpr.j
 * ava,v 1.1 2004/06/16 15:55:36 aslom Exp $
 * $Revision: 1.1 $
 * $Date: 2004/06/16 15:55:36 $
 *
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* \$Id: DefaultMultiplicativeExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMultiplicativeExpr.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/SimpleNamespaceContext.java,v

1.1 2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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 *
 * \$Id:

SimpleNamespaceContext.java,v 1.1 2004/06/16 15:55:34 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/SimpleNamespaceContext.java

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

/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/UnionPattern.java,v 1.1

2004/06/16 15:55:41 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:41 \$

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*
 * \$Id: UnionPattern.java,v
 1.1 2004/06/16 15:55:41 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/UnionPattern.java
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 * \$Header:
 /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ContainsFunction.java,v
 1.1 2004/06/16 15:55:39 aslom Exp \$
 * \$Revision: 1.1 \$
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- * \$Id:
- * ContainsFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp \$
- */

Found in path(s):

- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ContainsFunction.java

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```
/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingSiblingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:01 $
*
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* \$Id: IterableFollowingSiblingAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableFollowingSiblingAxis.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorOrSelf
Axis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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* \$Id: IterableAncestorOrSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableAncestorOrSelfAxis.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/LastFunction.java,v 1.1

2004/06/16 15:55:40 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:40 \$

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*
* $Id:
* LastFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp $
*/

```

Found in path(s):

```

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/LastFunction.java

```

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/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/PrecedingSiblingAxisIterator
* .java,v 1.1 2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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 *
 * \$Id: PrecedingSiblingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$
 */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/PrecedingSiblingAxisIterator.java
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/*
 * \$Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/BooleanFunction.java,v
 * 1.2 2005/08/11 22:44:02 aslom Exp \$
 * \$Revision: 1.2 \$
 * \$Date: 2005/08/11 22:44:02 \$
 *
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*
* \$Id:
BooleanFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/BooleanFunction.java
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/*
* \$Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
* \$Revision: 1.1 \$
* \$Date: 2004/06/16 15:55:36 \$
*
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*
* $Id: DefaultGreaterThanExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultGreaterThanExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/Step.java,v 1.1
2004/06/16 15:55:36 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:36 $
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- * \$Id: Step.java,v
- 1.1 2004/06/16 15:55:36 aslom Exp \$
- */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/Step.java

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/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultExpr.java,v 1.2

2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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* \$Id: DefaultExpr.java,v
1.2 2005/08/11 22:44:00 aslom Exp \$
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultExpr.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/ContextSupport.java,v 1.1
2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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* \$Id: ContextSupport.java,v 1.1 2004/06/16 15:55:34 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/ContextSupport.java

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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringAfterFunction.
* java,v 1.1 2004/06/16 15:55:40 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:40 $
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* \$Id: SubstringAfterFunction.java,v 1.1 2004/06/16 15:55:40 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/SubstringAfterFunction.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/StackedIterator.java,v 1.1
2004/06/16 15:55:42 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:42 \$

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* \$Id: StackedIterator.java,v

1.1 2004/06/16 15:55:42 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/StackedIterator.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/StringFunction.java,v

1.2 2005/08/11 22:44:02 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:02 \$

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* $Id:
StringFunction.java,v 1.2 2005/08/11 22:44:02 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/StringFunction.java
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* $Header:
/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/DocumentFunction.java,
v 1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:39 $
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* \$Id:

DocumentFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/DocumentFunction.java

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMultiplyExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id:

DefaultMultiplyExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultMultiplyExpr.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/PrecedingAxisIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:42 \$

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\$Id: PrecedingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/PrecedingAxisIterator.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelationalExpr.java,

v 1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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 *
 * \$Id: DefaultRelationalExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultRelationalExpr.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLiteralExpr.java,v

1.2 2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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DefaultLiteralExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLiteralExpr.java

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* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/Pattern.java,v
1.1 2004/06/16 15:55:41 aslom Exp \$

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* $Id: Pattern.java,v
1.1 2004/06/16 15:55:41 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/Pattern.java
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* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/conformance/ConformanceXP
athHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:43 $
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* \$Id: ConformanceXPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-

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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EndsWithFunction.j
ava,v 1.1 2004/06/16 15:55:41 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:41 \$

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 * \$Id: EndsWithFunction.java,v 1.1 2004/06/16 15:55:41 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/function/ext/EndsWithFunction.java
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/*
 * \$Header:
 * /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/LinkedListIterator.java,v 1.1
 * 2004/06/16 15:55:42 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:42 \$
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* $Id: LinkedIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/LinkedIterator.java
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* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/AnyNodeTest.java,v 1.1
2004/06/16 15:55:41 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:41 $
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* \$Id: AnyNodeTest.java,v
 * 1.1 2004/06/16 15:55:41 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/AnyNodeTest.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 * /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/FollowingAxisIterator.java,v
 * 1.1 2004/06/16 15:55:42 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:42 \$
 *

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*

\$Id: FollowingAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/FollowingAxisIterator.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultEqualsExpr.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id:
 DefaultEqualsExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultEqualsExpr.java
 No license file was found, but licenses were detected in source scan.

/*
 * \$Header:
 /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultBinaryExpr.java,v
 1.1 2004/06/16 15:55:36 aslom Exp \$
 * \$Revision: 1.1 \$
 * \$Date: 2004/06/16 15:55:36 \$
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- * \$Id:

DefaultBinaryExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultBinaryExpr.java

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/*

* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFunctionCallExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:00 \$

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 * \$Id: DefaultFunctionCallExpr.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultFunctionCallExpr.java
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/*
 * \$Header:
 /!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/NamespaceTest.java,v
 1.1 2004/06/16 15:55:41 aslom Exp \$
 * \$Revision: 1.1 \$
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\$Id:

NamespaceTest.java,v 1.1 2004/06/16 15:55:41 aslom Exp \$

*/

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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/NamespaceTest.java

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```
/*
* $Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/JaxenHandler.java,v
1.2 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* \$Id: JaxenHandler.java,v
1.2 2005/08/11 22:44:00 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/JaxenHandler.java
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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorAxisIterator.java,v
1.1 2004/06/16 15:55:42 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:42 \$

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* \$Id:
 * AncestorAxisIterator.java,v 1.1 2004/06/16 15:55:42 aslom Exp \$
 */

Found in path(s):
 * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/AncestorAxisIterator.java
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/*
 * \$Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableSelfAxis.java,v

1.2 2005/08/11 22:44:01 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2005/08/11 22:44:01 \$

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\$Id: IterableSelfAxis.java,v 1.2 2005/08/11 22:44:01 aslom Exp \$

*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/iter/IterableSelfAxis.java

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/*

* \$Header: /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/FilterExpr.java,v
1.1 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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*
* $Id: FilterExpr.java,v
* 1.1 2004/06/16 15:55:36 aslom Exp $
*/

Found in path(s):
* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/FilterExpr.java
No license file was found, but licenses were detected in source scan.

/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/pattern/LocationPathPattern.java,
* v 1.2 2005/08/11 22:44:02 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:02 $
*
* =====
*

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*
*

\$Id: LocationPathPattern.java,v 1.2 2005/08/11 22:44:02 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/pattern/LocationPathPattern.java

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

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/SAXPathException.java,v 1.1
2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

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 *

* \$Id: SAXPathException.java,v
 * 1.1 2004/06/16 15:55:43 aslom Exp \$
 */

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/SAXPathException.java
 No license file was found, but licenses were detected in source scan.

/*

* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/LocationPath.java,v 1.1
 2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* \$Id: LocationPath.java,v

1.1 2004/06/16 15:55:36 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/LocationPath.java

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

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/UnsupportedAxisException.java,

v 1.1 2004/06/16 15:55:34 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:34 \$

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 * \$Id:
 UnsupportedAxisException.java,v 1.1 2004/06/16 15:55:34 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/UnsupportedAxisException.java
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* \$Header:

/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/XPathHandler.java,v 1.1
 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

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- *
- * \$Id:
- XPathHandler.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$
- */

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/XPathHandler.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathReader.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:43 \$

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* \$Id: XPathReader.java,v 1.1 2004/06/16 15:55:43 aslom Exp \$

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/saxpath/com/werken/saxpath/XPathReader.java

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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/BinaryExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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* $Id: BinaryExpr.java,v
    1.1 2004/06/16 15:55:36 aslom Exp $
*/

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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/BinaryExpr.java
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* $Header:
/!extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/util/IdentityHashMap.java,v 1.1
2004/06/16 15:55:42 aslom Exp $
* $Revision: 1.1 $
* $Date: 2004/06/16 15:55:42 $
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* \$Id: IdentityHashMap.java,v
1.1 2004/06/16 15:55:42 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/util/IdentityHashMap.java

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* \$Header:

//extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/UnionExpr.java,v 1.1
2004/06/16 15:55:36 aslom Exp \$

* \$Revision: 1.1 \$

* \$Date: 2004/06/16 15:55:36 \$

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*

* \$Id: UnionExpr.java,v

* 1.1 2004/06/16 15:55:36 aslom Exp \$

*/

Found in path(s):

* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/UnionExpr.java

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```

* $Id: Xb1XPath.java,v 1.1 2004/06/16 15:55:43 aslom Exp $
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- * /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/Xb1XPath.java

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```
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 * $Header:
 * /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLessThanEqualExpr.
 * java,v 1.1 2004/06/16 15:55:36 aslom Exp $
 * $Revision: 1.1 $
 * $Date: 2004/06/16 15:55:36 $
 *
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* $Id: DefaultLessThanEqualExpr.java,v 1.1 2004/06/16 15:55:36 aslom Exp $
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultLessThanEqualExpr.java
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/*
* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultStep.java,v 1.2
* 2005/08/11 22:44:00 aslom Exp $
* $Revision: 1.2 $
* $Date: 2005/08/11 22:44:00 $
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* \$Id: DefaultStep.java,v
1.2 2005/08/11 22:44:00 aslom Exp \$
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* /xpp3-xpath-1-1-4c-sources-jar/org/xmlpull/v1/builder/xpath/jaxen/expr/DefaultStep.java
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* \$Header:

/l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/JaxenException.java,v 1.2
2004/10/01 08:33:20 aslom Exp \$

* \$Revision: 1.2 \$

* \$Date: 2004/10/01 08:33:20 \$

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* 1.2 2004/10/01 08:33:20 aslom Exp $
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* $Header:
* /l/extreme/cvs/codes/XPP3/java/src/java/xpath/org/xmlpull/v1/builder/xpath/jaxen/function/CeilingFunction.java,v
* 1.1 2004/06/16 15:55:39 aslom Exp $
* $Revision: 1.1 $
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CeilingFunction.java,v 1.1 2004/06/16 15:55:39 aslom Exp \$
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DefaultPredicate.java,v 1.2 2005/08/11 22:44:00 aslom Exp \$

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,v 1.1 2004/06/16 15:55:36 aslom Exp \$

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1.357 googleapis-common-protos 0.0.3

1.358 jackson-annotations 2.17.3

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

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1.359 jbcrypt 0.2.15

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man/bitstring.3bsd
man/errc.3bsd
man/explicit_bzero.3bsd
man/fgetln.3bsd
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src/getbsize.c

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man/arc4random.3bsd

man/fmtcheck.3bsd

man/humanize_number.3bsd

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src/arc4random_unix.h
src/arc4random_win.h
src/closefrom.c
src/freezero.c
src/getentropy_aix.c
src/getentropy_bsd.c
src/getentropy_hpux.c
src/getentropy_hurd.c
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src/getentropy_win.c
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Maven project to build and deploy J2ObjC annotations.
-->

Found in path(s):

* /j2objc-annotations-3-0-0-jar/META-INF/maven/com.google.j2objc/j2objc-annotations/pom.xml

1.362 slf4j 1.7.29

1.362.1 Available under license :

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1.363 jackson-datatype-jsr310 2.19.2

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1.364 springdoc-openapi-starter-webmvc-ui

2.8.13

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Found in path(s):

* /springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerConfig.java

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/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerResourceResolver.java/*

/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerUiHome.java/*

/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerWebMvcConfigurer.java/*

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* }

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/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerIndexPageTransformer.java/*

/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerIndexTransformer.java/*

/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerWelcomeActuator.java/*

/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerWelcomeCommon.java/*

/opt/cola/permits/2618268684_1761474387.307726/0/springdoc-openapi-starter-webmvc-ui-2-8-13-sources-jar/org/springdoc/webmvc/ui/SwaggerWelcomeWebMvc.java/*

Found

in path(s):

*

1.365 proto-google-common-protos 2.41.0

1.365.1 Available under license :

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1.366 javax-jms-api 2.0.1

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1.367 py3-parsing-pyc 3.2.3-r0

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1.368 cxf-rt-security 3.5.10

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1.369 netty-codec-compression 4.2.5.Final

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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/GzipOptions.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/JdkZlibDecoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/JdkZlibEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Lz4Constants.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Lz4XXHash32.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/LzfDecoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Snappy.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyFrameEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java/*

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/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/SnappyOptions.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/StandardCompressionOptions.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibCodecFactory.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibUtil.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/Zstd.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZstdConstants.java/*

/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/io/netty/handler/codec/compression/ZstdDecoder.java/*

```
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-
jar/io/netty/handler/codec/compression/ZstdEncoder.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-
jar/io/netty/handler/codec/compression/ZstdOptions.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-
jar/io/netty/handler/codec/compression/package-info.java/*
/opt/cola/permits/2616834160_1758693736.221141/0/netty-codec-compression-4-2-5-final-sources-jar/module-
info.yml#
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<?xml version="1.0" encoding="UTF-8"?>
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* /netty-codec-compression-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-codec-compression/pom.xml

1.370 kryo 4.0.1

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/** A few utility methods for using @link{sun.misc.Unsafe}, mostly for private use.
*
* Use of Unsafe on Android is forbidden, as Android provides only a very limited functionality for this class
compared to the JDK
* version.
*
* @author Roman Levenstein <romixlev@gmail.com> */

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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/UnsafeUtil.java

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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/IntMap.java

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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerConfig.java

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 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/Input.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/pool/KryoPool.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/ReferenceResolver.java
 *
 /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/KryoCopyable.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/Kryo.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/KryoDataInput.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/Registration.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/KryoSerializable.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/pool/SoftReferenceQueue.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/pool/KryoCallback.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/KryoException.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/BeanSerializer.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/NotNull.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/IdentityObjectIntMap.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/ObjectMap.java
 * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/BlowfishSerializer.java

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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/Output.java
*
/kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/ClassResolver.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/Generics.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/KryoObjectOutput.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/DefaultSerializers.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/StreamFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/FastestStreamFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/CompatibleFieldSerializer.java
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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/factories/PseudoSerializerFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/AsmCacheFields.java
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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/MapReferenceResolver.java
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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/KryoDataOutput.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/DefaultArraySerializers.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/factories/SerializerFactory.java
*
/kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/InputChunked.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInputStream.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/MapSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/AsmCachedFieldFactory.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/DefaultSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/UnsafeMemoryInput.java
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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtilImpl.java
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* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/ObjectField.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/DefaultClassResolver.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/CollectionSerializer.java
*
/kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/ExternalizableSerializer.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/ByteBufferInput.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerAnnotationsUtil.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/serializers/FieldSerializerUnsafeUtil.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/OutputChunked.java
* /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/io/UnsafeInput.java

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- * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/factories/ReflectionSerializerFactory.java
- * /kryo-4-0-1-sources-jar/com/esotericsoftware/kryo/util/IntArray.java
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1.371 xsdlib 2022.7

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* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/regexp/RegexParser.java
 * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/regexp/ParserForXMLSchema.java
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* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/regexp/ParseException.java

*

/xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/regexp/Token.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/regexp/BMPattern.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/regexp/Op.java
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- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/ErrorDatatypeLibrary.java
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- /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/MinLengthFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/GYearMonthType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/PatternFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/TotalDigitsFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/XmlNames.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DoubleType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/Comparator.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/PreciseCalendarParser.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/EnumerationFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/BinaryValueType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/ByteType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DatatypeFactory.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/NegativeIntegerType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DateTimeBaseType.java
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- /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/SerializationContext.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/UnionType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/GYearType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/Util.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DateType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/FloatType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/BooleanType.java
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- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DataTypeWithLexicalConstraintFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DurationType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/xml/util/XmlChars.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/NameType.java
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- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/MaxInclusiveFacet.java
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- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/QnameType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DataTypeWithFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/DatabindableDatatype.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/Discrete.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/GMonthType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/AbstractCalendarParser.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/BigTimeDurationValueType.java
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- /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/NcnameType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/RangeFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/NumberType.java
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- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/LongType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/AnyURIType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/ShortType.java
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- *
- /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/QnameValueType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/regex/JDK50Impl.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/MinExclusiveFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/MaxLengthFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/PreciseCalendarFormatter.java
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- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/MinInclusiveFacet.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/ngimpl/DatatypeBuilderImpl.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/HexBinaryType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/GDayType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/NonNegativeIntegerType.java
- *
- /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/NormalizedStringType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/IDateTimeValueType.java
- * /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/UnicodeUtil.java


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* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/TypeIncubator.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/TimeType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/datetime/AbstractCalendarFormatter.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/ListType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/PositiveIntegerType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/IntegerType.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/WhiteSpaceFacet.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/DataTypeWithValueConstraintFacet.java
* /xsdlib-2022-7-sources-1-jar/com/sun/msv/datatype/xsd/IntegerValueType.java
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in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Moe Ghoul, 1 April 1989

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Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.27.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"

source="license-list-data-\$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v\$pkgver.tar.gz"

```

builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706f8e0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"

```



```

depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

```

```

}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
    --build=$CBUILD \
    --host=$CHOST \
    --prefix=/usr \
    --sysconfdir=/etc \

```

```

--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
        --build=$CBUILD \  
        --host=$CHOST \  
        --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

```

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.
 *
 * A tail queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before or
 * after an existing element, at the head of the list, or at the end of
 * the list. A tail queue may be traversed in either direction.
 *
 * A circle queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements
 * can be added to the list before or after
 * an existing element, at the head of the list, or at the end of the list.
 * A circle queue may be traversed in either direction, but has a more
 * complex end of list detection.

```

```

*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

```



```

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \

```

```

        curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
     (var) != LIST_END(head); \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
     (var) != LIST_END(head) && \
     ((tvar) = LIST_NEXT((var), field), 1); \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
}

```

```

} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QEUEDEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QEUEDEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QEUEDEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QEUEDEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QEUEDEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_LIST_OP(elm, field)
#define QEUEDEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QEUEDEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QEUEDEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
} while (/*CONSTCOND*/0)

```

```

*(listelm)->field.le_prev = (elm); \
(listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
    = (head)->lh_first) != LIST_END(head))\
        (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

```

```

/*
 * Simple queue access methods.
 */

#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */

#define SIMPLEQ_INIT(head) do { \
(head)->sqh_first = NULL; \
(head)->sqh_last \
= &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
(elm)->field.sqe_next = NULL; \
*(head)->sqh_last = (elm); \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \

```

```

if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
    (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
    (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
        == NULL) \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
        NULL : \
        ((struct type \
        *) (void *) \
        ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */

#define _TAILQ_HEAD(name, type, qual) \
    struct name { \
        qual type *tqh_first; /* first element */ \
        qual type *qual *tqh_last; /* addr of last next element */ \
    }

#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

```

```

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}

#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type, )

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */

```

```

#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head,
elm, field) \
if ((head)->tqh_first && \
(head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
(elm)->field.tqe_next->field.tqe_prev != \
&(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
__FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
QEUEDEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
(head)->tqh_last != &(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
(head), (elm), __FILE__, \
__LINE__);
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QEUEDEDEBUG_TAILQ_OP(elm, field)
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
(head)->tqh_first = TAILQ_END(head); \
(head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
QEUEDEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
(head)->tqh_first->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \

```



```

(head)->tqh_last = &(elm)->field.tqe_next; \
(head)->tqh_first = (elm); \
(elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
    QUEUEDEBBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
        = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \

```

```

    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*

```

```

* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

```

```

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{

```

```

__asm __volatile("" : "+r" (__x));
return __x;
}

#if defined(QueueDEBUG)
#define QueueDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QueueDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QueueDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QueueDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QueueDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QueueDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QueueDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QueueDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QueueDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QueueDEBUG_CIRCLEQ_HEAD(head, field)
#define QueueDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QueueDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

```

```

}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

```

```

if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm); \
else \
    (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.

```

```

*/
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__lauder_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
buildddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2

```



```

}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
    .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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- */

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
  ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
   (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
```

- * This file defines data structures for different types of trees:
- * splay trees and red-black trees.
- *
- * A splay tree is a self-organizing
- data structure. Every operation
- * on the tree causes a splay to happen. The splay moves the requested
- * node to the root of the tree and partly rebalances it.
- *
- * This has the benefit that request locality causes faster lookups as
- * the requested nodes move to the top of the tree. On the other hand,
- * every lookup causes memory writes.
- *
- * The Balance Theorem bounds the total access time for m operations
- * and n inserts on an initially empty tree as $O((m + n) \lg n)$. The

* amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;

*

* A red-black tree is a binary search tree with the node color as an

* extra attribute. It fulfills a set of conditions:

* - every search path from the root to a leaf consists of the

* same number of black nodes,

* - each red node (except for the root) has a black parent,

* - each leaf node is black.

*

* Every operation on a red-black tree is bounded as $O(\lg n)$.

* The maximum height of a red-black tree is $2\lg(n+1)$.

*/

```
#define SPLAY_HEAD(name, type)  \
struct name {                  \
    struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
}
```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
    } \
}

```

```

while (SPLAY_LEFT(elm, field) != NULL) { \
    elm = SPLAY_LEFT(elm, field); \
} \
}
else \
    elm = NULL; \
return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \

```

```

struct type *__tmp; \
if (SPLAY_EMPTY(head)) \
    return (NULL); \
name##_SPLAY(head, elm); \
if ((cmp)(elm, (head)->sph_root) == 0) { \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
        (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
    } else { \
        __tmp = SPLAY_RIGHT((head)->sph_root, field);\
        (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
        name##_SPLAY(head, elm); \
        SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
    } \
    return (elm); \
} \
return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
\
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
\
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field);\
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) > 0){ \
                SPLAY_ROTATE_LEFT(head, __tmp, field);\
                if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                    break; \
            } \

```

```

    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
\
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
\
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            } \
            SPLAY_LINKRIGHT(head, __left, field); \
        } \
    } \
    SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)

```

```

#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (0)

```



```

} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
    != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
} while (/*CONSTCOND*/ 0)

```

```

RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field); \
                    elm = gparent; \
                    continue; \
                } \
            } \
            if (RB_RIGHT(parent, field) == elm) { \

```

```

RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = parent; \
parent = elm; \
elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_RIGHT(head, gparent, tmp, field);\
} else { \
tmp = RB_LEFT(gparent, field); \
if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
RB_COLOR(tmp, field) = RB_BLACK; \
RB_SET_BLACKRED(parent, gparent, field);\
elm = gparent; \
continue; \
} \
if (RB_LEFT(parent, field) == elm)
{ \
RB_ROTATE_RIGHT(head, parent, tmp, field);\
tmp = parent; \
parent = elm; \
elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_LEFT(head, gparent, tmp, field);\
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
struct type *tmp; \
while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
elm != RB_ROOT(head)) { \
if (RB_LEFT(parent, field) == elm) { \
tmp = RB_RIGHT(parent, field); \
if (RB_COLOR(tmp, field) == RB_RED) { \
RB_SET_BLACKRED(tmp, parent, field);\
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
(RB_RIGHT(tmp, field) == NULL || \
RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
RB_COLOR(tmp, field) = RB_RED; \

```

```

elm = parent; \
parent = RB_PARENT(elm, field); \
} else { \
if (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft; \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL) \
        RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_RIGHT(tmp, field)) \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_LEFT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} else { \
tmp = RB_LEFT(parent, field); \
if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp \
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
if (RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright; \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL) \
        RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\

```

```

RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_RIGHT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
    = child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \
    if (RB_PARENT(old, field)) { \
        if (RB_LEFT(RB_PARENT(old, field), field) == old)\
            RB_LEFT(RB_PARENT(old, field), field) = elm;\

```

```

else \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
    RB_PARENT(RB_LEFT(old, field), field) = elm; \
    if (RB_RIGHT(old, field)) \
        RB_PARENT(RB_RIGHT(old, field), field) = elm; \
    if (parent) { \
        left = parent; \
        do { \
            RB_AUGMENT(left); \
        } while ((left = RB_PARENT(left, field)) != NULL); \
    } \
    goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
    }

```

```

else if (comp > 0) \
    tmp = RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
RB_SET(elm, parent, field); \
if (parent != NULL) { \
    if (comp < 0) \
        RB_LEFT(parent, field) = elm; \
    else \
        RB_RIGHT(parent, field) = elm; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = elm; \
name##_RB_INSERT_COLOR(head,
elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \

```

```

    tmp = RB_LEFT(tmp, field); \
} \
else if (comp > 0) \
    tmp =
RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \

```



```

        (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field); \
    elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
    for ((x) = RB_MIN(name, head); \
        (x) != NULL; \
        (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
    for ((x) = (y); \
        ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
        (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
    for ((x) = RB_MIN(name, head); \

```

```

((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
buildid="$srcdir/${_pkgreal}-${pkgver}"

build() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')

```

```

make test
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
(The MIT License)

```

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Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

```

subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.373 springdoc-openapi-starter-common

2.1.0

1.373.1 Available under license :

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1.374 jackson-jaxrs-base 2.17.3

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1.375 byte-buddy-agent 1.10.14

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1.376 jaraco.context 5.3.0

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1.377 jackson 2.14.2

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1.378 checker-qual 3.5.0

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1.379 simpleclient-common 0.16.0

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Manifest-Version: 1.0

Bnd-LastModified: 1655327905690

Build-Jdk: 11.0.15

Built-By: fabian

Bundle-Description: Common code used by various modules of the Simpleclient.

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: Prometheus Java Simpleclient Common

Bundle-SymbolicName: io.prometheus.simpleclient_common

Bundle-Version: 0.16.0

Created-By: Apache Maven Bundle Plugin

Export-Package: io.prometheus.client.exporter.common;uses:="io.prometheus.client";version="0.16.0"

Import-Package: io.prometheus.client;version="[0.16,1)",io.prometheus.client.exemplars;version="[0.16,1)"

Tool: Bnd-2.1.0.20130426-122213

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1.380 skalibs-libs 2.14.4.0-r0

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1.381 bcel 6.7.0

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1.382 jakarta-servlet-api 6.0.0

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/jakarta-servlet-api-6-0-0-jar/jakarta/servlet/annotation/ServletSecurity\$TransportGuarantee.class: binary file matches

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* /bin/grep

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- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-jsptaglibrary_1_2.dtd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-jsptaglibrary_1_1.dtd

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- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_3_1.xsd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_2_1.xsd
- *
- /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_client_1_3.xsd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_2_3.xsd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-fragment_4_0.xsd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_5.xsd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_client_1_4.xsd
- * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_1_4.xsd

* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-jsptaglibrary_2_0.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_client_1_2.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_1_2.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_2_5.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/j2ee_1_4.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_3_0.xsd
 *
 /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-jsptaglibrary_2_1.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_8.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_4_0.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_7.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_2_0.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/j2ee_web_services_1_1.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_web_services_1_3.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-common_3_0.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_2_4.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/javaee_6.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-common_4_0.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_2_2.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/j2ee_web_services_client_1_1.xsd
 *
 /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-fragment_3_0.xsd
 * /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-common_3_1.xsd
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 <xsd:enumeration value="CONFIDENTIAL"/>

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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_6_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jakartaee_10.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jakartaee_web_services_client_2_0.xsd
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_3_1.xsd
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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings_fr.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings_ja.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings_es.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/LocalStrings_fr.properties
* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/http/LocalStrings.properties
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* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/jsp_3_0.xsd

* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-fragment_5_0.xsd

* /jakarta-servlet-api-6-0-0-jar/jakarta/servlet/resources/web-app_5_0.xsd

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin

Build-Jdk-Spec: 11

Bnd-LastModified: 1652339954197

Build-Jdk: 11.0.2

Built-By: jenkins

Bundle-Description: Jakarta Servlet 6.0

Bundle-DocURL: <https://www.eclipse.org>

Bundle-License: <http://www.eclipse.org/legal/epl-2.0>, <https://www.gnu.org/software/classpath/license.html>

Bundle-ManifestVersion: 2
Bundle-Name: Jakarta Servlet
Bundle-SymbolicName: jakarta.servlet-api
Bundle-Vendor: Eclipse Foundation
Bundle-Version: 6.0.0
Export-Package: jakarta.servlet;uses:="jakarta.servlet.annotation,jakarta.servlet.descriptor";version="6.0.0",jakarta.servlet.annotation;uses:="jakarta.servlet";version="6.0.0",jakarta.servlet.descriptor;version="6.0.0",jakarta.servlet.http;uses:="jakarta.servlet";version="6.0.0",jakarta.servlet.resources;version="6.0.0"
Extension-Name: jakarta.servlet
Implementation-Vendor: Eclipse Foundation
Implementation-Vendor-Id: org.eclipse
Implementation-Version: 6.0.0
Import-Package: jakarta.servlet,jakarta.servlet.annotation,jakarta.servlet.descriptor
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=11))"
Specification-Vendor: Eclipse Foundation
Specification-Version: 6.0
Tool: Bnd-5.1.1.202006162103

Found in path(s):
* /jakarta-servlet-api-6-0-0-jar/META-INF/MANIFEST.MF

1.383 netty-codec-memcache 4.1.125.Final

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```

1.384 jetty-util 12.0.22

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin 5.1.9

Build-Jdk-Spec: 22

Implementation-Vendor: Eclipse Jetty Project

Implementation-Version: 12.0.22

SPDX-License-Identifier: EPL-2.0 OR Apache-2.0

url: <https://jetty.org/>

Bundle-Classpath: .

Bundle-Copyright: Copyright (c) 1995 Mort Bay Consulting Pty Ltd and others.

Bundle-Description: Jetty module for Core :: IO

Bundle-DocURL: <https://jetty.org/>

Bundle-License: <https://www.eclipse.org/legal/epl-2.0/>, <https://www.apache.org/licenses/LICENSE-2.0>

Bundle-ManifestVersion: 2

Bundle-Name: Core :: IO

Bundle-SymbolicName: org.eclipse.jetty.io

Bundle-Vendor: Eclipse Jetty Project

Bundle-Version: 12.0.22

Export-Package: org.eclipse.jetty.io;uses="javax.net.ssl,org.eclipse.jetty.util,org.eclipse.jetty.util.annotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.resource,org.eclipse.jetty.util.ssl,org.eclipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.content;uses="org.eclipse.jetty.io,org.eclipse.jetty.util,org.eclipse.jetty.util.thread";version="12.0.22",org.eclipse.jetty.io.jmx;uses="org.eclipse.jetty.jmx,org.eclipse.jetty.util.annotation";version="12.0.22",org.ec

```

lipse.jetty.io.ssl;uses:="javax.net.ssl,org.eclipse.jetty.io,org.eclips
e.jetty.util.ssl";version="12.0.22"
Import-Package: org.slf4j;version="[1.7,3.0)",java.io,java.lang,java.lan
g.invoke,java.lang.reflect,java.lang.runtime,java.net,java.nio,java.nio
.channels,java.nio.charset,java.nio.file,java.security.cert,java.time,j
ava.time.format,java.time.temporal,java.util,java.util.concurrent,java.
util.concurrent.atomic,java.util.concurrent.locks,java.util.function,ja
va.util.stream,javax.net.ssl,org.eclipse.jetty.jmx;version="[12.0.22,13
)";resolution:=optional,org.eclipse.jetty.util;version="[12.0.22,13)",o
rg.eclipse.jetty.util.annotation;version="[12.0.22,13)",org.eclipse.jet
ty.util.component;version="[12.0.22,13)",org.eclipse.jetty.util.resourc
e;version="[12.0.22,13)",org.eclipse.jetty.util.ssl;version="[12.0.22,1
3)",org.eclipse.jetty.util.statistic;version="[12.0.22,13)",org.eclipse
.jetty.util.thread;version="[12.0.22,13)",org.eclipse.jetty.util.thread
.strategy;version="[12.0.22,13)",org.slf4j.event;version="[1.7,3.0)",or
g.slf4j.helpers;version="[1.7,3.0)",org.slf4j.spi;version="[1.7,3.0)"
Require-Capability: osgi.oo;filter:="(&(osgi.oo=JavaSE)(version=17))"
Tool: Bnd-6.3.1.202206071316

```

Found in path(s):

* /jetty-zip/file.txt

1.385 gson 2.13.1

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Found in path(s):

* /gson-2-13-1-sources-jar/com/google/gson/internal/JavaVersion.java
 * /gson-2-13-1-sources-jar/com/google/gson/internal/PreJava9DateFormatProvider.java

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Found in path(s):

```
* /gson-2-13-1-sources-jar/com/google/gson/annotations/JsonAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonAdapterAnnotationTypeAdapterFactory.java
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Found in path(s):

```
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonElementTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/EnumTypeAdapter.java
```

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Found in path(s):

* /gson-2-13-1-sources-jar/com/google/gson/internal/GsonBuildConfig.java

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Found in path(s):

* /gson-2-13-1-sources-jar/com/google/gson/internal/LinkedTreeMap.java

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Found in path(s):

* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/UnsafeAllocator.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/LazilyParsedNumber.java
*

/gson-2-13-1-sources-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/ConstructorConstructor.java

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* /gson-2-13-1-sources-jar/module-info.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/NonNullElementWrapperList.java

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Found in path(s):

* /gson-2-13-1-sources-jar/META-INF/maven/com.google.code.gson/gson/pom.xml

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* /gson-2-13-1-sources-jar/com/google/gson/ToNumberPolicy.java

* /gson-2-13-1-sources-jar/com/google/gson/stream/package-info.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/reflect/ReflectionHelper.java

* /gson-2-13-1-sources-jar/com/google/gson/ToNumberStrategy.java

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* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/util/ISO8601Utils.java

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Found in path(s):

* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlTimestampTypeAdapter.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/NumberTypeAdapter.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/sql/SqlTypesSupport.java

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* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/SerializationDelegatingTypeAdapter.java

* /gson-2-13-1-sources-jar/com/google/gson/internal/ReflectionAccessFilterHelper.java

* /gson-2-13-1-sources-jar/com/google/gson/ReflectionAccessFilter.java

* /gson-2-13-1-sources-jar/com/google/gson/FormattingStyle.java

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Found in path(s):

```
* /gson-2-13-1-sources-jar/com/google/gson/LongSerializationPolicy.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonStreamParser.java
* /gson-2-13-1-sources-jar/com/google/gson/FieldAttributes.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonParser.java
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```
* /gson-2-13-1-sources-jar/com/google/gson/JsonPrimitive.java
* /gson-2-13-1-sources-jar/com/google/gson/ExclusionStrategy.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonDeserializationContext.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/GsonPreconditions.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonElement.java
*
```

```

/gson-2-13-1-sources-jar/com/google/gson/annotations/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/annotations/SerializedName.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonSerializer.java
* /gson-2-13-1-sources-jar/com/google/gson/Gson.java
* /gson-2-13-1-sources-jar/com/google/gson/GsonBuilder.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonSerializationContext.java
* /gson-2-13-1-sources-jar/com/google/gson/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/annotations/Until.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonIOException.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/Primitives.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonDeserializer.java
* /gson-2-13-1-sources-jar/com/google/gson/reflect/TypeToken.java
* /gson-2-13-1-sources-jar/com/google/gson/reflect/package-info.java
* /gson-2-13-1-sources-jar/com/google/gson/InstanceCreator.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/ObjectConstructor.java
*
/gson-2-13-1-sources-jar/com/google/gson/internal/GsonTypes.java
* /gson-2-13-1-sources-jar/com/google/gson/FieldNamingPolicy.java
* /gson-2-13-1-sources-jar/com/google/gson/FieldNamingStrategy.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonArray.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonObject.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/Excluder.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonParseException.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonNull.java
* /gson-2-13-1-sources-jar/com/google/gson/annotations/Expose.java
* /gson-2-13-1-sources-jar/com/google/gson/annotations/Since.java
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```

* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonScope.java
* /gson-2-13-1-sources-jar/com/google/gson/stream/MalformedJsonException.java

```

* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonWriter.java
* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonToken.java
* /gson-2-13-1-sources-jar/com/google/gson/stream/JsonReader.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/Streams.java
* /gson-2-13-1-sources-jar/com/google/gson/JsonSyntaxException.java
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* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /gson-2-13-1-sources-jar/com/google/gson/TypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/TypeAdapters.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
*

```

/gson-2-13-1-sources-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonTreeReader.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/JsonTreeWriter.java
* /gson-2-13-1-sources-jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /gson-2-13-1-sources-jar/com/google/gson/TypeAdapterFactory.java

```

1.386 distlib 0.3.9

1.386.1 Available under license :

A. HISTORY OF THE SOFTWARE

=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no

1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/DebugListener.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/HttpInput.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/BaseHolder.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/security/ConstraintMapping.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/SessionHandler.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/jmx/HolderMBean.java
*
/jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/EagerFormHandler.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletCoreResponse.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletChannelState.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/Source.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ContentProducer.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContainerInitializerHolder.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/AsyncContextState.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/CrossContextServletContext.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletApiResponse.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/jmx/FilterMappingMBean.java
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/jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletMapping.java
* /jetty-ee10-servlet-12-0-22-sources-
jar/org/eclipse/jetty/ee10/servlet/security/authentication/LoginCallbackImpl.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/Holder.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletCoreRequest.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContextHandler.java
* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletMultiPartFormData.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/util/ServletOutputStreamWrapper.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/NoJspServlet.java
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* /jetty-ee10-servlet-12-0-22-sources-jar/org/eclipse/jetty/ee10/servlet/ServletContextResponse.java
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jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingClientInterceptor.java

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jar/io/micrometer/core/instrument/binder/grpc/AbstractMetricCollectingInterceptor.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingClientCallListener.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/mongodb/MongoCommandTagsProvider.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/mongodb/DefaultMongoCommandTagsProvider.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/grpc/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingServerCall.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingServerInterceptor.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/CaffeineStatsCounter.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/mongodb/DefaultMongoConnectionPoolTagsProvider.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingClientCall.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/MetricCollectingServerCallListener.java
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/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmInfoMetrics.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/tomcat/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/db/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/HighCardinalityTagsDetector.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/kotlin/package-info.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/package-info.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/jersey/server/JerseyObservationDocumentation.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jpa/package-info.java

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* /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/jersey/server/ObservationApplicationEventListener.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/commonspool2/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/validate/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/jersey/server/JerseyObservationConvention.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/httpcomponents/ApacheHttpClientContext.java
 *
 /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/kafka/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/lang/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/httpcomponents/DefaultApacheHttpClientObservationConvention.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyContext.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/http/DefaultHttpJakartaServletRequestTagsProvider.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/mongodb/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/hystrix/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/annotation/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/httpcomponents/package-info.java
 *
 /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/jersey/server/ObservationRequestEventListener.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/http/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/docs/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/jersey/server/DefaultJerseyObservationConvention.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/logging/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/observation/ObservationOrTimerCompatibleInstrumentation.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/ipc/http/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/httpcomponents/ApacheHttpClientObservationDocumentation.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/okhttp3/package-info.java
 *
 /micrometer-core-1-13-15-sources-jar/io/micrometer/core/aop/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/http/HttpJakartaServletRequestTagsProvider.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/observation/MeterObservationHandler.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/package-info.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyKeyValues.java
 * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/observation/package-info.java
 * /micrometer-core-1-13-15-sources-
 jar/io/micrometer/core/instrument/binder/httpcomponents/ApacheHttpClientObservationConvention.java
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jar/io/micrometer/core/instrument/binder/jetty/InstrumentedQueuedThreadPool.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/jetty/JettyServerThreadPoolMetrics.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/observation/DefaultMeterObservationHandler.java
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- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/okhttp3/OkHttpObservationInterceptor.java
- *
 - /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/FunctionTimer.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Metrics.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/BaseUnits.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/okhttp3/OkHttpObservationDocumentation.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardFunctionTimer.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/DistributionStatisticConfig.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeFunctionCounter.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/package-info.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/StringUtils.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/simple/CountingMode.java
 - *
 - /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepMeterRegistry.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopMeter.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmMemoryMetrics.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/JCacheMetrics.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/tomcat/TomcatMetrics.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/simple/SimpleConfig.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/AbstractMeter.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/TimeWindowMax.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/package-info.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/DefaultMeter.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/ImmutableTag.java
 - *
 - /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/TimedExecutor.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/CaffeineCacheMetrics.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/okhttp3/OkHttpObservationConvention.java
 - * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/DistributionSummary.java
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- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardCounter.java
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- jar/io/micrometer/core/instrument/distribution/TimeWindowFixedBoundaryHistogram.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/system/DiskSpaceMetrics.java
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- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/system/UptimeMetrics.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Meter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmGcMetrics.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeFunctionTimer.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/binder/jersey/server/DefaultJerseyTagsProvider.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopTimeGauge.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/aop/CountedAspect.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardMeterRegistry.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Measurement.java
- *
- /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/dropwizard/DropwizardDistributionSummary.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/TimedFinder.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeCustomMeter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepDouble.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/search/MeterNotFoundException.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/MeterPartition.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/annotation/Timed.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepCounter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/package-info.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopLongTaskTimer.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/HistogramSupport.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/package-info.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/binder/okhttp3/DefaultOkHttpObservationConvention.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/distribution/pause/ClockDriftPauseDetector.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepDistributionSummary.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepFunctionCounter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/package-info.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/ValueAtPercentile.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/package-info.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/binder/hystrix/MicrometerMetricsPublisher.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/MockClock.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/AbstractPartition.java
- * /micrometer-core-1-13-15-sources-

```

jar/io/micrometer/core/instrument/binder/jersey/server/MetricsRequestEventListener.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/DefaultGauge.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/IOUtils.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/logging/LogbackMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/EhCache2Metrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/MeterBinder.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Counter.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardRate.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/FunctionCounter.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Gauge.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmThreadMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/logging/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopGauge.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/search/RequiredSearch.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepFunctionTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepRegistryConfig.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/annotation/Incubating.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/jersey/server/MetricsApplicationEventListener.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/TimedExecutorService.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/simple/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/CacheMeterBinder.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/distribution/AbstractTimeWindowHistogram.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/NoopHistogram.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyStatisticsMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/pause/PauseDetector.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/config/MissingRequiredConfigurationException.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/GuavaCacheMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopFunctionTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeMeter.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/package-info.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/dropwizard/DropwizardFunctionCounter.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/NamingConvention.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/hystrix/HystrixMetricsBinder.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/InvalidConfigurationException.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/DiskSpaceMetrics.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeMeterRegistry.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/MeterFilterReply.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/HazelcastCacheMetrics.java

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- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/AbstractCompositeMeter.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/binder/okhttp3/OkHttpMetricsEventListener.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/TimeGauge.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopFunctionCounter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/ExecutorServiceMetrics.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/MeterFilter.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/StringEscapeUtils.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/search/package-info.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Statistic.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeCounter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/HistogramSnapshot.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardClock.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/okhttp3/OkHttpContext.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/cumulative/package-info.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopCounter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/db/PostgreSQLDatabaseMetrics.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/AbstractTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Tags.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/MeterRegistry.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmCompilationMetrics.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/CountAtBucket.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyTags.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/db/DatabaseTableMetrics.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/annotation/Counted.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardConfig.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/dropwizard/DropwizardGauge.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/search/Search.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepLong.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/JerseyTagsProvider.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/cumulative/CumulativeCounter.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/HierarchicalNameMapper.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/AbstractDistributionSummary.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Tag.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/binder/hystrix/MicrometerMetricsPublisherCommand.java
- * /micrometer-core-1-13-15-sources-
- jar/io/micrometer/core/instrument/cumulative/CumulativeDistributionSummary.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/aop/TimedAspect.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeFunctionTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/MeterRegistryConfig.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/package-info.java

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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/DefaultLongTaskTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/push/package-info.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/composite/CompositeDistributionSummary.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jersey/server/AnnotationFinder.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jpa/HibernateMetrics.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/pause/NoPauseDetector.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/DoubleFormat.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/hystrix/MicrometerMetricsPublisherThreadPool.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeLongTaskTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/pause/package-info.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeGauge.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/system/FileDescriptorMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/logging/Log4j2Metrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/Histogram.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/system/ProcessorMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/composite/CompositeFunctionCounter.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/noop/NoopDistributionSummary.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/TimeUtils.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/distribution/PercentileHistogramBuckets.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/MeterEquivalence.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/simple/SimpleMeterRegistry.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/annotation/TimedSet.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/LongTaskTimer.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/Mergeable.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/ClassLoaderMetrics.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/JdkLoggerFactory.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/Slf4JLoggerFactory.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/Slf4JLogger.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/InternalLoggerFactory.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/InternalLogLevel.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/AbstractInternalLogger.java

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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/lang/NonNull.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/lang/NonNullFields.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/lang/Nullable.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/lang/NonNullApi.java

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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/netty4/NettyAllocatorMetrics.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/jetty/JettyClientObservationDocumentation.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/ApacheHttpClientContext.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/MicrometerHttpClientInterceptor.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyClientContext.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/netty4/package-info.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/ObservationExecChainHandler.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/MicrometerHttpRequestExecutor.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepMeter.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/DefaultUriMapper.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/DefaultApacheHttpClientObservationConvention.java
a
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyClientKeyValues.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/aop/MeterTagAnnotationHandler.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/netty4/NettyMeters.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/HttpContextUtils.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/StepBucketHistogram.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/jetty/JettyClientObservationConvention.java
```

```

* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/package-
info.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/HttpClientObservationConvention.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/netty4/NettyEventExecutorMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/FixedBoundaryHistogram.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/HttpClientObservationDocumentation.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/jetty/DefaultJettyClientObservationConvention.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/http/HttpJakartaServletRequestTags.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/InternalLogger.java

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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/kotlin/AsContextElement.kt
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/kotlin/KotlinObservationContextElement.java
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- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/logging/LoggingMeterRegistry.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/MultiGauge.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/util/NamedThreadFactory.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/logging/LoggingRegistryConfig.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/ipc/http/URLConnectionSender.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/StrongReferenceGaugeFunction.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/ipc/http/HttpStatusClass.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/push/PushMeterRegistry.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/ipc/http/HttpSender.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/kafka/KafkaConsumerMetrics.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/push/PushRegistryConfig.java

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- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/validate/PropertyValidator.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/AbstractTimerBuilder.java
- *
- /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/step/StepValue.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/CumulativeHistogramLongTaskTimer.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/httpcomponents/DefaultUriMapper.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/validate/DurationValidator.java
- * /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/FixedBoundaryVictoriaMetricsHistogram.java

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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyClientTagsProvider.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/MicrometerHttpClientInterceptor.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/http/DefaultHttpServletRequestTagsProvider.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/db/JooqExecuteListener.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/kafka/KafkaStreamsMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmHeapPressureMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/distribution/TimeWindowSum.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jpa/HibernateQueryMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/http/Outcome.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/kafka/KafkaMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/MeterRegistryConfigValidator.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/db/MetricsDSLContext.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/config/validate/Validated.java
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/http/HttpServletRequestTagsProvider.java
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* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/kafka/KafkaClientMetrics.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/JettyClientMetrics.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/http/HttpRequestTags.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/cache/HazelcastIMapAdapter.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/okhttp3/OkHttpConnectionPoolMetrics.java
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/ObservationGrpcServerInterceptor.java
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*
/micrometer-core-1-13-15-sources-
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/ObservationGrpcClientCallListener.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/grpc/ObservationGrpcClientCall.java
* /micrometer-core-1-13-15-sources-
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/ObservationGrpcClientInterceptor.java
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/GrpcServerObservationContext.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/grpc/ObservationGrpcServerCall.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/grpc/GrpcServerObservationConvention.java
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jar/io/micrometer/core/instrument/binder/grpc/GrpcClientObservationContext.java
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/MicrometerHttpRequestExecutor.java
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* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/PoolingHttpClientConnectionManagerMetricsBinder.java
*
/micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/OnCompletionAsyncListener.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/mongodb/MongoMetricsCommandListener.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/internal/TimedScheduledExecutorService.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/util/internal/logging/WarnThenDebugLogger.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/TimedCallable.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/Timer.java
* /micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/httpcomponents/hc5/PoolingHttpClientConnectionManagerMetricsBinder.
java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jetty/TimedHandler.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/internal/TimedRunnable.java
*
/micrometer-core-1-13-15-sources-
jar/io/micrometer/core/instrument/binder/mongodb/MongoMetricsConnectionPoolListener.java
* /micrometer-core-1-13-15-sources-jar/io/micrometer/core/instrument/binder/jvm/JvmMemory.java
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1.393 msgpack 1.1.0

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1.395 activation-api 2.1.3

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1.397 aop-alliance 1.0.0

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1.398 utmps 0.1.3.1-r0

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```

# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=10
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"

```

```

url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
# some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

mini_sendmail - accept email on behalf of real sendmail

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Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>

Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.26.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"

source="license-list-data-\$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v\$pkgver.tar.gz"

builddir="\$srcdir/license-list-data-\$pkgver"

subpackages="\$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in \$_types; do

subpackages="\$subpackages \$pkgname-\$type:_subpkg"

done

package() {

mkdir -p "\$pkgdir"

}

_subpkg() {

local type=\${subpkgname/\$pkgname-/}

pkgdesc="\$pkgdesc (\$type)"

```

install_if="$pkgname=$pkgver-r$pkgrel"
mkdir -p "$subpkgdir"/usr/share/spdx
cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
pkgdesc="$pkgdesc (licence list)"
mkdir -p "$subpkgdir"/usr/share/spdx
local i; for i in "$builddir"/text/*.txt;
do
local license=${i##*/}
echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
done
}

sha512sums="
67e618d4642dfe4f366935d9514d6f7941d3711e77c49bc1b340ac572d36015981b8f10c72a9f80f1d83e132ae7e5093c
0155e0c0e786e4777ee16d1cb7b885a license-list-data-3.26.0.tar.gz
"

# Contributor: Patrycja Rosa <alpine@ptrcnll.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnll.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
mkdir -p "$pkgdir"
install -Dm644 -t "$pkgdir"/usr/include/sys \
cdefs.h queue.h tree.h
}

sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

"

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.1

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

subpackages="\$pkgname-pyc"

source="https://files.pythonhosted.org/packages/source/l/\${_pkgname}/\${_pkgname}-\${pkgver}.tar.gz"

builddir="\$srcdir/\${_pkgname}-\${pkgver}"

build() {

```

gpep517 build-wheel \
--wheel-dir .dist \
--output-fd 3 3>&1 >&2
}

check() {
python3 -m venv --clear --without-pip --system-site-packages .testenv
.testenv/bin/python3 -m installer .dist/*.whl
.testenv/bin/python3 -m pytest
}

package() {
python3 -m installer -d "$pkgdir" \
.dist/*.whl
}

sha512sums="
114c630f098939757e49187e35b4e54883266a2ee9ca283724992420ef4c860f9606a8342da0ab74d93627c10805f312
fda3f699cbc7c4fbd47a71e220440fb0
license_expression-30.4.1.tar.gz
"

/* $NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp $ */

/*
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```

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 * SUCH DAMAGE.
 *
 * @(#)queue.h 8.5 (Berkeley) 8/20/94
 */

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
```

* This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *

* A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *

* A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.
 *

* A tail queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before or
 * after an existing element, at the head of the list, or at the end of
 * the list. A tail queue may be traversed in either direction.
 *

* A circle queue is headed by a pair of pointers, one to the head of the

- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */

```
/*
 * Include the definition of NULL only on NetBSD because sys/null.h
 * is not available elsewhere. This conditional makes the header
 * portable and it can simply be dropped verbatim into any system.
 * The caveat is that on other systems some other header
 * must provide NULL before the macros can be used.
 */
```

```
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif
```

```
/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}
```

```

/*
 * Singly-linked List access methods.
 */

#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
    for((var) = (head)->slh_first; \
        (var) != SLIST_END(head); \
        (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = SLIST_FIRST((head)); \
        (var) != SLIST_END(head) && \
        ((tvar) = SLIST_NEXT((var), field), 1); \
        (var) = (tvar))

/*
 * Singly-linked List functions.
 */

#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \

```

```

SLIST_REMOVE_HEAD((head), field); \
} \
else { \
    struct type *curelm = (head)->slh_first; \
    while(curelm->field.sle_next != (elm)) \
        curelm = curelm->field.sle_next; \
    curelm->field.sle_next = \
        curelm->field.sle_next->field.sle_next; \
} \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
    (var) != LIST_END(head); \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

```

```

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
    if ((head)->lh_first && \
        (head)->lh_first->field.le_prev != &(head)->lh_first) \
        QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
    if ((elm)->field.le_next && \
        (elm)->field.le_next->field.le_prev != \
        &(elm)->field.le_next) \
        QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.le_prev != (elm)) \
        QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
    (elm)->field.le_next = (void *)1L; \
    (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm, field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
        &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
} while (/*CONSTCOND*/0)

```

```

(elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
    = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

```

```

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
        (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
         == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
     NULL : \
     ((struct type \
     *) (void *) \
     ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.

```

```

*/
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
    { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head); \
        (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head) && \
        ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head); \
        (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \

```



```

for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
        &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
        (head)->tqh_first = (elm); \
        (elm)->field.tqe_prev = &(head)->tqh_first; \
    } while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
    QUEUEDEBBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    } while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
        (listelm)->field.tqe_next = (elm); \
        (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
    } while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
    = &(elm)->field.tqe_next; \
    } while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    } while (/*CONSTCOND*/0)

```

```

else    \
(head)->tqh_last = (elm)->field.tqe_prev; \
*(elm)->field.tqe_prev = (elm)->field.tqe_next; \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */

```

```

#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head)
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

```

```

} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->stqh_first); \
(var); \
(var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
(var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
(var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
if (!STAILQ_EMPTY((head2))) { \
*(head1)->stqh_last \
= (head2)->stqh_first; \
(head1)->stqh_last = (head2)->stqh_last; \
STAILQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
NULL : \
((struct type *)(void *) \
((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifndef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix

```

```

* this by changing the head/tail sentinel values, but see the note above
* this one.
*/

static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void * __x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_first != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)

```

```

#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
    first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

```

```

(listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) \
    = ((var)->field.cqe_next))

```



```

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
         (var) != CIRCLEQ_ENDC(head); \
         (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

```

```

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

```

```

#endif /* _SYS_CDEFS_H_ */
# Maintainer: fossdd <fossdd@pwned.life>
pkgname=cargo-license
pkgver=0.6.1
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
36215145e79965be090ae2f5ce6f5eb208465eb67a94c26bed1fe70a131c46c6dc35695e30852759b7366883fbc3caf00
272d796ac634f0a5e1d49232b6b29d5 cargo-license-0.6.1.tar.gz
"

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*
* Copyright 2002 Niels Provos <provos@citi.umich.edu>
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```

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- * (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF
- * THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
- */

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
```

- * This file defines data structures for different types of trees:
- * splay trees and red-black trees.
- *
- * A splay tree is a self-organizing
- data structure. Every operation
- * on the tree causes a splay to happen. The splay moves the requested
- * node to the root of the tree and partly rebalances it.
- *
- * This has the benefit that request locality causes faster lookups as
- * the requested nodes move to the top of the tree. On the other hand,
- * every lookup causes memory writes.
- *
- * The Balance Theorem bounds the total access time for m operations
- * and n inserts on an initially empty tree as $O((m + n) \lg n)$. The

* amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;

*

* A red-black tree is a binary search tree with the node color as an

* extra attribute. It fulfills a set of conditions:

* - every search path from the root to a leaf consists of the

* same number of black nodes,

* - each red node (except for the root) has a black parent,

* - each leaf node is black.

*

* Every operation on a red-black tree is bounded as $O(\lg n)$.

* The maximum height of a red-black tree is $2\lg(n+1)$.

*/

```
#define SPLAY_HEAD(name, type)  \
struct name {                  \
    struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
}
```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
    } \
}

```

```

while (SPLAY_LEFT(elm, field) != NULL) { \
    elm = SPLAY_LEFT(elm, field); \
} \
}
else \
    elm = NULL; \
return (elm); \
} \
\
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \

```

```

struct type *__tmp; \
if (SPLAY_EMPTY(head)) \
    return (NULL); \
name##_SPLAY(head, elm); \
if ((cmp)(elm, (head)->sph_root) == 0) { \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
        (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
    } else { \
        __tmp = SPLAY_RIGHT((head)->sph_root, field);\
        (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
        name##_SPLAY(head, elm); \
        SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
    } \
    return (elm); \
} \
return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
\
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
\
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field);\
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) > 0){ \
                SPLAY_ROTATE_LEFT(head, __tmp, field);\
                if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                    break; \
            } \

```



```

    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
\
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
\
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            } \
            SPLAY_LINKRIGHT(head, __left, field); \
        } \
    } \
    SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)

```

```

#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (0)

```

```

} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
    != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
} while (/*CONSTCOND*/ 0)

```

```

RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field); \
                    elm = gparent; \
                    continue; \
                } \
            } \
            if (RB_RIGHT(parent, field) == elm) { \

```

```

RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = parent; \
parent = elm; \
elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_RIGHT(head, gparent, tmp, field);\
} else { \
tmp = RB_LEFT(gparent, field); \
if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
RB_COLOR(tmp, field) = RB_BLACK; \
RB_SET_BLACKRED(parent, gparent, field);\
elm = gparent; \
continue; \
} \
if (RB_LEFT(parent, field) == elm)
{ \
RB_ROTATE_RIGHT(head, parent, tmp, field);\
tmp = parent; \
parent = elm; \
elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_LEFT(head, gparent, tmp, field);\
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
struct type *tmp; \
while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
elm != RB_ROOT(head)) { \
if (RB_LEFT(parent, field) == elm) { \
tmp = RB_RIGHT(parent, field); \
if (RB_COLOR(tmp, field) == RB_RED) { \
RB_SET_BLACKRED(tmp, parent, field);\
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
(RB_RIGHT(tmp, field) == NULL || \
RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
RB_COLOR(tmp, field) = RB_RED; \

```

```

elm = parent; \
parent = RB_PARENT(elm, field); \
} else { \
if (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft; \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL) \
        RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_RIGHT(tmp, field)) \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_LEFT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} else { \
tmp = RB_LEFT(parent, field); \
if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
if (RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright; \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL) \
        RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\

```

```

RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_RIGHT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
    = child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \
    if (RB_PARENT(old, field)) { \
        if (RB_LEFT(RB_PARENT(old, field), field) == old)\
            RB_LEFT(RB_PARENT(old, field), field) = elm;\

```

```

else \
    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
    RB_PARENT(RB_LEFT(old, field), field) = elm; \
    if (RB_RIGHT(old, field)) \
        RB_PARENT(RB_RIGHT(old, field), field) = elm; \
    if (parent) { \
        left = parent; \
        do { \
            RB_AUGMENT(left); \
        } while ((left = RB_PARENT(left, field)) != NULL); \
    } \
    goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \

```



```

else if (comp > 0) \
    tmp = RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
RB_SET(elm, parent, field); \
if (parent != NULL) { \
    if (comp < 0) \
        RB_LEFT(parent, field) = elm; \
    else \
        RB_RIGHT(parent, field) = elm; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = elm; \
name##_RB_INSERT_COLOR(head,
elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \

```

```

    tmp = RB_LEFT(tmp, field); \
} \
else if (comp > 0) \
    tmp =
RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \

```

```

        (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field); \
    elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
    for ((x) = RB_MIN(name, head); \
        (x) != NULL; \
        (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
    for ((x) = (y); \
        ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
        (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
    for ((x) = RB_MIN(name, head); \

```

```

((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */
pkgname=linux-headers
pkgver=6.14.2 # Follow the latest Linux stable
_kernver=${pkgver%.*}
pkgrel=0
pkgdesc="Linux system headers"
url="https://kernel.org/"
arch="all" # Headers are architecture specific
license="GPL-2.0-only"
makedepends="perl"
options="!check !dbg !strip !tracedeps !archcheck"
source="https://kernel.org/pub/linux/kernel/v6.x/linux-${_kernver}.tar.xz
revert-broken-uapi.patch
0003-remove-inclusion-of-sysinfo.h-in-kernel.h.patch

```

1.399 mpdecimal 4.0.1-r0

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1.400 apache-servicemix-bundles-kafka-clients 3.9.1_1

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1.403 jaxb-core 4.0.5

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- * Project: <https://maven.apache.org/ref/3.5.2/maven-core/index.html>
- * Source: <https://mvnrepository.com/artifact/org.apache.maven/maven-core/3.5.2>

maven-plugin-annotations (3.5)

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- * Project: <https://maven.apache.org/plugin-tools/maven-plugin-annotations/>
- * Source: <https://github.com/apache/maven-plugin-tools/tree/master/maven-plugin-annotations>

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testng (6.14.2)

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* Project: <https://testng.org/doc/index.html>

* Source: <https://github.com/cbeust/testng>

wagon-http-lightweight (3.0.0)

* License: Pending

*

Project: <https://maven.apache.org/wagon/>

* Source:

<https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0>

xz for java (1.8)

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1.404 netty-codec-mqtt 4.1.125.Final

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1.405 quartz 2.4.0-rc1

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streams/src/main/java/org/apache/kafka/streams/state/internals/Murmur3.java

1.408 j2objc-annotations 2.8

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```

Found in path(s):

* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/Weak.java

* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/AutoreleasePool.java

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```

Found in path(s):

```

* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ReflectionSupport.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedWith.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/WeakOuter.java
*
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/ObjectiveCName.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/Property.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/LoopTranslation.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/OnDealloc.java
* /j2objc-annotations-2-8-sources-2-jar/com/google/j2objc/annotations/RetainedLocalRef.java

```

1.409 netty-transport-udt 4.1.125.Final

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1.410 netty-handler-proxy 4.2.5.Final

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```
<?xml version="1.0" encoding="UTF-8"?>
```

Found in path(s):

* /netty-handler-proxy-4-2-5-final-sources-jar/META-INF/maven/io.netty/netty-handler-proxy/pom.xml

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```
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/HttpProxyHandler.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/ProxyConnectException.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/ProxyConnectionEvent.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/ProxyHandler.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/Socks4ProxyHandler.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/Socks5ProxyHandler.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-  
jar/io/netty/handler/proxy/package-info.java/*  
/opt/cola/permits/2616834448_1758691826.469723/0/netty-handler-proxy-4-2-5-final-sources-jar/module-info.yml#  
-----
```

Found in path(s):

*

1.411 typing-extensions 4.12.2

1.411.1 Available under license :

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=====

Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
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1.412 packaging 24.2

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1.413 log4j-jul 2.17.1

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1.414 hazelcast 5.4.0

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`com.hazelcast.internal.util.concurrent`

and the classes:

`com.hazelcast.internal.util.QuickMath`
`com.hazelcast.client.impl.protocol.util.UnsafeBuffer`
`com.hazelcast.client.impl.protocol.util.BufferBuilder`

contain code originating from the Agrona project
(<https://github.com/real-logic/Agrona>).

The class `com.hazelcast.internal.util.HashUtil` contains code originating
from the Koloboke project (<https://github.com/OpenHFT/Koloboke>).

The class `classloading.ThreadLocalLeakTestUtils` contains code originating
from the Tomcat
project (<https://github.com/apache/tomcat>).

`com.hazelcast.internal.cluster.fd.PhiAccrualFailureDetector` contains code originating
from the Akka project (<https://github.com/akka/akka/>).

The package `com.hazelcast.internal.json` contains code originating
from minimal-json project (<https://github.com/ralfstx/minimal-json>).

The class `com.hazelcast.instance.impl.MobyNames` contains code originating
from The Moby Project (<https://github.com/moby/moby>).

The class `com.hazelcast.internal.util.graph.BronKerboschCliqueFinder` contains code
originating from The JGraphT Project (<https://github.com/jgrapht/jgrapht>).

The packages:
`com.hazelcast.sql`
`com.hazelcast.jet.sql`

contain code originating from the Apache Calcite (<https://github.com/apache/calcite>)

The class `com.hazelcast.jet.kafka.impl.ResumeTransactionUtil` contains
code derived from the Apache Flink project.

The class `com.hazelcast.internal.util.ConcurrentReferenceHashMap` contains code written by Doug Lea
and updated within the WildFly project

(<https://github.com/wildfly/wildfly>).

The classes:

com.hazelcast.cp.internal.raft.impl.state.FollowerState
com.hazelcast.cp.internal.raft.impl.state.FollowerStateTest
com.hazelcast.cp.internal.raft.impl.SlowFollowerBackoffTest

contain code originating from the MicroRaft project (<https://github.com/MicroRaft/MicroRaft>)

Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers.

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1.415 commons-pool 2.12.1

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1.417 jackson-dataformat-yaml 2.19.2

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1.418 maven-artifact 3.8.4

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1.419 truststore 0.10.1

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1.420 jsqlparser 0.9

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1.421 micrometer-jakarta9 1.15.3

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1.422 micrometer-observation 1.15.3

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1.423 jetty-ee10-servlet 12.0.25

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1.424 log4j-api 2.24.3

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1.425 zstd-libs 1.5.7-r2

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in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Moe Ghoul, 1 April 1989

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Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>

pkgname=spdx-licenses

pkgver=3.27.0

pkgrel=0

pkgdesc="Various data formats for the SPDX License List"

url="https://spdx.org/"

arch="noarch"

options="!check" # no test suite

license="CC-BY-3.0"

source="license-list-data-\$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v\$pkgver.tar.gz"

```

builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"

```

```

depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/$_pkgreal-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

```

```

}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \

```

```

--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

```

#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_

/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.
 *
 * A tail queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before or
 * after an existing element, at the head of the list, or at the end of
 * the list. A tail queue may be traversed in either direction.
 *
 * A circle queue is headed by a pair of pointers, one to the head of the
 * list and the other to the tail of the list. The elements are doubly
 * linked so that an arbitrary element can be removed without a need to
 * traverse the list. New elements
 * can be added to the list before or after
 * an existing element, at the head of the list, or at the end of the list.
 * A circle queue may be traversed in either direction, but has a more
 * complex end of list detection.

```

```

*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#ifdef QUEUEDEBUG
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

```

```

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */

#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \

```

```

        curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
     (var) != LIST_END(head); \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
     (var) != LIST_END(head) && \
     ((tvar) = LIST_NEXT((var), field), 1); \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
}

```

```

} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm, field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
} while (/*CONSTCOND*/0)

```

```

*(listelm)->field.le_prev = (elm); \
(listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
    = (head)->lh_first) != LIST_END(head))\
    (head)->lh_first->field.le_prev = &(elm)->field.le_next;\
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
    (elm)->field.le_next->field.le_prev = \
    (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
    (elm2)->field.le_next->field.le_prev = \
    &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

```

```

/*
 * Simple queue access methods.
 */

#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */

#define SIMPLEQ_INIT(head) do { \
(head)->sqh_first = NULL; \
(head)->sqh_last \
= &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
(elm)->field.sqe_next = NULL; \
*(head)->sqh_last = (elm); \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \

```



```

if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
    (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
    (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
     == NULL) \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
     NULL : \
     ((struct type \
      *) (void *) \
      ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */

#define _TAILQ_HEAD(name, type, qual) \
    struct name { \
        qual type *tqh_first; /* first element */ \
        qual type *qual *tqh_last; /* addr of last next element */ \
    }

#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

```

```

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}

#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */

```

```

#if defined(QEUEDEDEBUG)
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head,
elm, field) \
if ((head)->tqh_first && \
(head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
QEUEDEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
(elm)->field.tqe_next->field.tqe_prev != \
&(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
__FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
QEUEDEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
__FILE__, __LINE__);
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
(head)->tqh_last != &(elm)->field.tqe_next) \
QEUEDEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
(head), (elm), __FILE__, \
__LINE__);
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QEUEDEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QEUEDEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QEUEDEDEBUG_TAILQ_OP(elm, field)
#define QEUEDEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QEUEDEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
(head)->tqh_first = TAILQ_END(head); \
(head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
QEUEDEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
(head)->tqh_first->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \

```

```

(head)->tqh_last = &(elm)->field.tqe_next; \
(head)->tqh_first = (elm); \
(elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
        = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \

```

```

    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*

```

```

* Singly-linked Tail queue functions.
*/
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

```

```

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{

```

```

__asm __volatile("" : "+r" (__x));
return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

```



```

}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

```

```

if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm); \
else \
    (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.

```

```

*/
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))

```

```

# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gp517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

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```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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*/

#ifndef _SYS_TREE_H_

```

#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
    ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
     (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
    struct name { \
        struct type *sph_root; /* root of the tree */ \
    }

```

```

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

```

```

    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

```

```

/* Generates prototypes and inline functions */

```

```

#define

```

```

    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \

```

```

/* Finds the node with the same key as elm */ \

```

```

static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \

```

```

static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \

```

```

static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
} \
    \

```

```

/* Main splay operation.

```



```

* Moves node close to the key of elm to top
*/
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \

```

```

\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field);\
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\

```

```

while (1) {
    if (__comp < 0) {
        __tmp = SPLAY_LEFT((head)->sph_root, field);
        if (__tmp == NULL)
            break;
        if (__comp < 0){
            SPLAY_ROTATE_RIGHT(head, __tmp, field);
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)
                break;
        }
        SPLAY_LINKLEFT(head, __right, field);
    } else if (__comp > 0) {
        __tmp = SPLAY_RIGHT((head)->sph_root, field);
        if (__tmp == NULL)
            break;
        if (__comp > 0) {
            SPLAY_ROTATE_LEFT(head, __tmp, field);
            if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)
                break;
        }
        SPLAY_LINKRIGHT(head, __left, field);
    }
}
SPLAY_ASSEMBLE(head, &__node, __left, __right, field);
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name {
    struct type *rbh_root; /* root of the tree */

```

```

}

#define RB_INITIALIZER(root) \
{
    NULL }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
} \

```

```

RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
    if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
        RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
    else \
        RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
    (head)->rbh_root = (tmp); \
RB_LEFT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \

```

```

attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *); \
attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
    struct type \
    *parent, *gparent, *tmp; \
    while ((parent = RB_PARENT(elm, field)) != NULL && \
        RB_COLOR(parent, field) == RB_RED) { \
        gparent = RB_PARENT(parent, field); \
        if (parent == RB_LEFT(gparent, field)) { \
            tmp = RB_RIGHT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_RIGHT(parent, field) == elm) { \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \
            RB_ROTATE_RIGHT(head, gparent, tmp, field); \
        } else { \
            tmp = RB_LEFT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_LEFT(parent, field) == elm)

```

```

{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_LEFT(head, gparent, tmp, field);\
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field);\
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK;\
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \

```

```

    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field);\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \
            RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
            struct type *oright; \
            if ((oright = RB_RIGHT(tmp, field)) \
                != NULL) \
                RB_COLOR(oright, field) = RB_BLACK;\
            RB_COLOR(tmp, field) = RB_RED; \
            RB_ROTATE_LEFT(head, tmp, oright, field);\
            tmp = RB_LEFT(parent, field); \
        } \
        RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
        RB_COLOR(parent, field) = RB_BLACK; \
        if (RB_LEFT(tmp, field)) \
            RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        elm = RB_ROOT(head); \
        break; \
    } \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \

```



```

{
    \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
    = child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \
    if (RB_PARENT(old, field)) { \
        if (RB_LEFT(RB_PARENT(old, field), field) == old)\
            RB_LEFT(RB_PARENT(old, field), field) = elm;\
        else \
            RB_RIGHT(RB_PARENT(old, field), field) = elm;\
        RB_AUGMENT(RB_PARENT(old, field)); \
    } else \
        RB_ROOT(head) = elm; \
    RB_PARENT(RB_LEFT(old, field), field) = elm; \
    if (RB_RIGHT(old, field)) \
        RB_PARENT(RB_RIGHT(old, field), field) = elm; \
    if (parent) { \
        left = parent; \
        do { \
            RB_AUGMENT(left); \
        } while ((left = RB_PARENT(left, field)) != NULL); \
    } \
    goto color; \
} \

```

```

parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,

```

```

elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \

```

```

if (RB_RIGHT(elm, field)) { \
    elm = RB_RIGHT(elm, field); \
    while (RB_LEFT(elm, field)) \
        elm = RB_LEFT(elm, field); \
} else { \
    if (RB_PARENT(elm, field) && \
        (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else { \
        while (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \

```

```

if (val < 0)    \
    tmp = RB_LEFT(tmp, field); \
else          \
    tmp = RB_RIGHT(tmp, field); \
}             \
return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,

```

```

head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
(The MIT License)

```

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Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

subpackages="\$pkgname-pyc"

source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-\$pkgver.tar.gz"

builddir="\$srcdir/\$_pkgname-\$pkgver"

```
build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}
```

```
check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}
```

```

}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.426 libintl 0.24.1-r1

1.426.1 Available under license :

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Version 2, June 1991

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in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Moe Ghoul, 1 April 1989

Moe Ghoul, President of Vice

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
```

```
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
```

```
pkgname=spdx-licenses
```

```
pkgver=3.27.0
```

```
pkgrel=0
```

```
pkgdesc="Various data formats for the SPDX License List"
```

```
url="https://spdx.org/"
```

```
arch="noarch"
```

```
options="!check" # no test suite
```

```
license="CC-BY-3.0"
```

```
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
```

```
builddir="$srcdir/license-list-data-$pkgver"
```

```
subpackages="$pkgname-list"
```

```
_types="html json rdfa rdft rdfturtle rdfxml template text"
```

```
for type in $_types; do
```

```

subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

```

```

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

```

```

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \
        --mandir=/usr/share/man \
        --sourcedir=/usr/share/$pkgname
    make
}

package() {

```



```

make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {
    update_config_sub
    default_prepare
}
```

```
build() {
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr
    make
}
```

```
package() {
    make DESTDIR="$pkgdir" install
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

Contributor: Patrycja Rosa <alpine@ptrcnull.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

```

pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
buildldir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

#ifndef _SYS_QUEUE_H_

#define _SYS_QUEUE_H_

/*

* This file defines five types of data structures: singly-linked lists,

* lists, simple queues, tail queues, and circular queues.

```

*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
  pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list. Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction. Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
  other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
  can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h

```

```

* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

```

```

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*

```

```

* List definitions.
*/
#define LIST_HEAD(name, type)  \
struct name {  \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head)  \
{ NULL }

#define LIST_ENTRY(type)  \
struct {  \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)  \
for ((var) = ((head)->lh_first);  \
     (var) != LIST_END(head);  \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)  \
for ((var) = LIST_FIRST((head));  \
     (var) != LIST_END(head) &&  \
     ((tvar) = LIST_NEXT((var), field), 1);  \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {  \
    LIST_INIT((head2));  \
    if (!LIST_EMPTY((head1)))  \
    {  \
        (head2)->lh_first = (head1)->lh_first;  \
        LIST_INIT((head1));  \
    }  \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#ifdef QUEUEDEBUG

```



```

#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \

```

```

if ((elm)->field.le_next
= (head)->lh_first) != LIST_END(head))\
(head)->lh_first->field.le_prev = &(elm)->field.le_next;\
(head)->lh_first = (elm); \
(elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
QUEUEDEBUG_LIST_OP((elm), field) \
if ((elm)->field.le_next != NULL) \
(elm)->field.le_next->field.le_prev = \
(elm)->field.le_prev; \
*(elm)->field.le_prev = (elm)->field.le_next; \
QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
(elm2)->field.le_next->field.le_prev = \
&(elm2)->field.le_next; \
(elm2)->field.le_prev = (elm)->field.le_prev; \
*(elm2)->field.le_prev = (elm2); \
QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/

#define SIMPLEQ_HEAD(name, type) \
struct name { \
struct \
type *sqh_first; /* first element */ \
struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
struct type *sqe_next; /* next element */ \
}

/*
* Simple queue access methods.
*/

#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL

```

```

#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head); \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head) && \
    ((next = ((var)->field.sqe_next)), 1); \
    (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if

```

```

(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \
*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
qual type *tqh_first; /* first element */ \
qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \

```

```

qual type *tqe_next; /* next element */ \
qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head); \
        (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head) && \
        ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head); \
        (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head) && \
        ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \

```

```

    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
            &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,

```

```

elm, field) do { \
QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
(elm)->field.tqe_next = TAILQ_END(head); \
(elm)->field.tqe_prev = (head)->tqh_last; \
*(head)->tqh_last = (elm); \
(head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \
(head)->tqh_last = &(elm)->field.tqe_next; \
(listelm)->field.tqe_next = (elm); \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
(elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
(elm)->field.tqe_next = (listelm); \
*(listelm)->field.tqe_prev = (elm); \
(listelm)->field.tqe_prev \
= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
QUEUEDEBUG_TAILQ_OP((elm), field) \
if (((elm)->field.tqe_next) != TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
(elm)->field.tqe_prev; \
else \
(head)->tqh_last = (elm)->field.tqe_prev; \
*(elm)->field.tqe_prev = (elm)->field.tqe_next; \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm2)->field.tqe_next->field.tqe_prev = \
&(elm2)->field.tqe_next; \
else \
(head)->tqh_last = &(elm2)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

```



```

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

```

```

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#ifdef QUEUEDEBDEBUG
#define QUEUEDEBDEBUG_CIRCLEQ_HEAD(head, field) \

```

```

if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \

```

```

struct {
    \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
* Circular queue functions.
*/

#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */

```

```

#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

```

```

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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```
/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
```

```
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
```

```
/* Modified by Void Linux. */
```

```
/*
```

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*
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```

```
*/
```

```
#ifndef _SYS_TREE_H_
```

```
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
```

```
#define __GNUC_PREREQ__(x, y) \
```

```
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
```

```
(__GNUC__ > (x)))
```



```

#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \

```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)    \
struct {                      \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \

```

```

if (SPLAY_EMPTY(head)) { \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
    int __comp; \
    name##_SPLAY(head, elm); \
    __comp = (cmp)(elm, (head)->sph_root); \
    if(__comp < 0) { \
        SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
        SPLAY_RIGHT(elm, field) = (head)->sph_root; \
        SPLAY_LEFT((head)->sph_root, field) = NULL; \
    } else if (__comp > 0) { \
        SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
        SPLAY_LEFT(elm, field) = (head)->sph_root; \
        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \

```

```

int __comp;    \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node;    \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
    if (__comp < 0) { \
        __tmp = SPLAY_LEFT((head)->sph_root, field);\
        if (__tmp == NULL) \
            break; \
        if ((cmp)(elm, __tmp) < 0){ \
            SPLAY_ROTATE_RIGHT(head, __tmp, field);\
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                break; \
        } \
        SPLAY_LINKLEFT(head, __right, field); \
    } else if (__comp > 0) { \
        __tmp = SPLAY_RIGHT((head)->sph_root, field);\
        if (__tmp == NULL) \
            break; \
        if ((cmp)(elm, __tmp) > 0){ \
            SPLAY_ROTATE_LEFT(head, __tmp, field);\
            if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                break; \
        } \
        SPLAY_LINKRIGHT(head, __left, field); \
    } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node;    \
    \
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \

```

```

    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if (__comp > 0) { \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

```

```

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } \
} while (/*CONSTCOND*/ 0)

```

```

} else    \
    (head)->rbh_root = (tmp);    \
    RB_LEFT(tmp, field) = (elm);    \
    RB_PARENT(elm, field) = (tmp);    \
    RB_AUGMENT(tmp);    \
    if ((RB_PARENT(tmp, field)))    \
        RB_AUGMENT(RB_PARENT(tmp, field));    \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {    \
    (tmp) = RB_LEFT(elm, field);    \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))    \
        != NULL) {    \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);    \
    }    \
    RB_AUGMENT(elm);    \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) {    \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field))    \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp);    \
        else    \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp);    \
    } else    \
        (head)->rbh_root = (tmp);    \
    RB_RIGHT(tmp, field) = (elm);    \
    RB_PARENT(elm, field) = (tmp);    \
    RB_AUGMENT(tmp);    \
    if ((RB_PARENT(tmp, field)))    \
        RB_AUGMENT(RB_PARENT(tmp, field));    \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)    \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)    \
    attr void name##_RB_INSERT_COLOR(struct name *, struct    \
    type *);    \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);    \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *);    \
    attr struct type *name##_RB_INSERT(struct name *, struct type *);    \
    attr struct type *name##_RB_FIND(struct name *, struct type *);    \
    attr struct type *name##_RB_NFIND(struct name *, struct type *);    \
    attr struct type *name##_RB_NEXT(struct type *);    \
    attr struct type *name##_RB_PREV(struct type *);    \
    attr struct type *name##_RB_MINMAX(struct name *, int);    \
    \

```



```

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                if (RB_RIGHT(parent, field) == elm) { \
                    RB_ROTATE_LEFT(head, parent, tmp, field);\
                    tmp = parent; \
                    parent = elm; \
                    elm = tmp; \
                } \
                RB_SET_BLACKRED(parent, gparent, field); \
                RB_ROTATE_RIGHT(head, gparent, tmp, field); \
            } else { \
                tmp = RB_LEFT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                if (RB_LEFT(parent, field) == elm) \
            { \
                RB_ROTATE_RIGHT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \

```

```

    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) { \
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) { \
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK; \
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field); \
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                elm = RB_ROOT(head); \
                break; \
            } \
        } else { \
            tmp = RB_LEFT(parent, field); \

```

```

if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
        struct type *oright; \
        if ((oright = RB_RIGHT(tmp, field)) \
            != NULL) \
            RB_COLOR(oright, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_LEFT(head, tmp, oright, field);\
        tmp = RB_LEFT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \

```

```

else {
    struct type *left;
    elm = RB_RIGHT(elm, field);
    while ((left = RB_LEFT(elm, field)) != NULL)
        elm = left;
    child = RB_RIGHT(elm, field);
    parent = RB_PARENT(elm, field);
    color = RB_COLOR(elm, field);
    if (child)
        RB_PARENT(child, field) = parent;
    if (parent) {
        if (RB_LEFT(parent, field) == elm)
            RB_LEFT(parent, field) = child;
        else
            RB_RIGHT(parent, field) = child;
        RB_AUGMENT(parent);
    } else
        RB_ROOT(head)
= child;
    if (RB_PARENT(elm, field) == old)
        parent = elm;
    (elm)->field = (old)->field;
    if (RB_PARENT(old, field)) {
        if (RB_LEFT(RB_PARENT(old, field), field) == old)
            RB_LEFT(RB_PARENT(old, field), field) = elm;
        else
            RB_RIGHT(RB_PARENT(old, field), field) = elm;
        RB_AUGMENT(RB_PARENT(old, field));
    } else
        RB_ROOT(head) = elm;
    RB_PARENT(RB_LEFT(old, field), field) = elm;
    if (RB_RIGHT(old, field))
        RB_PARENT(RB_RIGHT(old, field), field) = elm;
    if (parent) {
        left = parent;
        do {
            RB_AUGMENT(left);
        } while ((left = RB_PARENT(left, field)) != NULL);
    }
    goto color;
}
parent = RB_PARENT(elm, field);
color = RB_COLOR(elm, field);
if (child)
    RB_PARENT(child, field) = parent;
if (parent) {
    if (RB_LEFT(parent, field) == elm)
        RB_LEFT(parent, field) = child;

```

```

else    \
    RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else    \
    RB_ROOT(head) = child; \
color:    \
if (color == RB_BLACK)    \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old);    \
}    \
    \
/* Inserts a node into the RB tree */ \
attr struct type *    \
name##_RB_INSERT(struct name *head, struct type *elm) \
{    \
    struct type *tmp;    \
    struct type *parent = NULL; \
    int comp = 0;    \
    tmp = RB_ROOT(head);    \
    while (tmp) {    \
        parent = tmp;    \
        comp = (cmp)(elm, parent); \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field); \
        else    \
            return (tmp); \
    }    \
    RB_SET(elm, parent, field); \
    if (parent != NULL) {    \
        if (comp < 0)    \
            RB_LEFT(parent, field) = elm; \
        else    \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else    \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL);    \
}    \
    \
/* Finds the node with the same key as elm */ \
attr struct type *    \
name##_RB_FIND(struct name *head, struct type *elm) \
{    \

```

```

struct type *tmp = RB_ROOT(head); \
int comp; \
while (tmp) { \
    comp = cmp(elm, tmp); \
    if (comp < 0) \
        tmp = RB_LEFT(tmp, field); \
    else if (comp > 0) \
        tmp = RB_RIGHT(tmp, field); \
    else \
        return (tmp); \
} \
return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
    } \
}

```

```

else {
    while (RB_PARENT(elm, field) &&
        (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
        elm = RB_PARENT(elm, field);
    elm = RB_PARENT(elm, field);
}
}
return (elm);
}

/* ARGSUSED */
attr struct type *
name##_RB_PREV(struct type *elm)
{
    if (RB_LEFT(elm, field)) {
        elm = RB_LEFT(elm, field);
        while (RB_RIGHT(elm, field))
            elm = RB_RIGHT(elm, field);
    }
    else {
        if (RB_PARENT(elm, field) &&
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field);
        else {
            while (RB_PARENT(elm, field) &&
                (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
                elm = RB_PARENT(elm, field);
            elm = RB_PARENT(elm, field);
        }
    }
    return (elm);
}

attr struct type *
name##_RB_MINMAX(struct name *head, int val)
{
    struct type *tmp = RB_ROOT(head);
    struct type *parent = NULL;
    while (tmp) {
        parent = tmp;
        if (val < 0)
            tmp = RB_LEFT(tmp, field);
        else
            tmp = RB_RIGHT(tmp, field);
    }
    return (parent);
}

```

```

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license

```



```

pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

```

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```
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
buildid="$srcdir/_pkgname-$pkgver"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3"
```

ab36c676e56ec302178d7166588066

license_expression-30.4.4.tar.gz

"

1.427 scanelf 1.3.8-r2

1.427.1 Available under license :

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Version 2, June 1991

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(which makes passes at compilers) written
by James Hacker.

signature of Moe Ghoul, 1 April 1989

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
```

```
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
```

```
pkgname=spdx-licenses
```

```
pkgver=3.27.0
```

```
pkgrel=0
```

```
pkgdesc="Various data formats for the SPDX License List"
```

```
url="https://spdx.org/"
```

```
arch="noarch"
```

```
options="!check" # no test suite
```

```
license="CC-BY-3.0"
```

```
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
```

```
builddir="$srcdir/license-list-data-$pkgver"
```

```
subpackages="$pkgname-list"
```

```
_types="html json rdfa rdfnt rdfturtle rdfxml template text"
```

```
for type in $_types; do
```

```
    subpackages="$subpackages $pkgname-$type:_subpkg"
```

```
done
```

```
package() {
```

```
    mkdir -p "$pkgdir"
```

```
}
```

```
_subpkg() {
```

```
    local type=${subpkgname/$pkgname-/}
```



```

pkgdesc="$pkgdesc ($type)"
install_if="$pkgname=$pkgver-r$pkgrel"
mkdir -p "$subpkgdir"/usr/share/spdx
cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLLOCAL=1
    make
}

```

```

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

```

```

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
# some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

```

options="!check" # No test suite.
license="GPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2"
"

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
    update_config_sub
    default_prepare
}

build() {
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr
    make
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnll.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnll.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h

```

```

}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

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- *
- * @(#)queue.h 8.5 (Berkeley) 8/20/94
- */

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
```

```

*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

```



```

/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.

```

```

*/
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
    for ((var) = ((head)->lh_first); \
        (var) != LIST_END(head); \
        (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = LIST_FIRST((head)); \
        (var) != LIST_END(head) && \
        ((tvar) = LIST_NEXT((var), field), 1); \
        (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
    if ((head)->lh_first && \
        (head)->lh_first->field.le_prev != &(head)->lh_first) \
        QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
    if ((elm)->field.le_next && \
        (elm)->field.le_next->field.le_prev != \
        &(elm)->field.le_next) \
        QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.le_prev != (elm)) \
        QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
    (elm)->field.le_next = (void *)1L; \
    (elm)->field.le_prev = (void *)1L;
#else

```

```

#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
        = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \

```

```

(elm2)->field.le_next->field.le_prev = \
    &(elm2)->field.le_next; \
(elm2)->field.le_prev = (elm)->field.le_prev; \
*(elm2)->field.le_prev = (elm2); \
QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head); \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head) && \
    ((next = ((var)->field.sqe_next)), 1); \
    (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \

```

```

(head)->sqh_first = NULL; \
(head)->sqh_last
= &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
(elm)->field.sqe_next = NULL; \
*(head)->sqh_last = (elm); \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
(head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
if
(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
== NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

```

```

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
     NULL : \
     ((struct type \
      *) (void *) \
      ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
    struct name { \
        qual type *tqh_first; /* first element */ \
        qual type *qual *tqh_last; /* addr of last next element */ \
    }
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
    { TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
    struct { \
        qual type *tqe_next; /* next element */ \
        qual type *qual *tqe_prev; /* address of previous next element */ \
    }
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (*((struct headname *) (void *)) ((head)->tqh_last)->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (*((struct headname \
      *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

```

```

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
     (var) != TAILQ_END(head); \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
     (var) != TAILQ_END(head) && \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
     (var) != TAILQ_END(head); \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
     (var) != TAILQ_END(head) && \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QEUEDEBBUG)
#define QEUEDEBBUG_TAILQ_INSERT_HEAD(head, \
elm, field) \
if ((head)->tqh_first && \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
QEUEDEBBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QEUEDEBBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
QEUEDEBBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QEUEDEBBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
     (elm)->field.tqe_next->field.tqe_prev != \
     &(elm)->field.tqe_next) \
QEUEDEBBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
    __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
QEUEDEBBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
    __FILE__, __LINE__);
#define QEUEDEBBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
     (head)->tqh_last != &(elm)->field.tqe_next) \
QEUEDEBBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \

```



```

    (head), (elm), __FILE__,
    __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
    elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
    = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
    (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
    *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */

```

```

#define STAILQ_HEAD(name, type)  \
struct name {                    \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)  \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)  \
struct {                      \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

```

```
#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm->field.stqe_next); \
    } \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))
```

```
#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))
```

```
#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)
```

```
#define STAILQ_LAST(head, type, field) \
    (STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))
```

```
#ifndef _KERNEL
/*
```

```

* Circular queue definitions. Do not use. We still keep the macros
* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type(): We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
* Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinel values, but see the note above
* this one.
*/
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    }

```

```

} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
                (elm), __FILE__, __LINE__); \
        }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
    first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
    { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \

```

```

if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm); \
else \
    (listelm)->field.cqe_next->field.cqe_prev = (elm); \
(listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next
= CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \

```

```

else    \
    (elm)->field.cqe_next->field.cqe_prev = \
        (elm)->field.cqe_prev;    \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
    (head)->cqh_first = (elm)->field.cqe_next; \
else    \
    (elm)->field.cqe_prev->field.cqe_next = \
        (elm)->field.cqe_next;    \
QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) \
    = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
    ? ((head)->cqh_first) \
    : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
    ? ((head)->cqh_last) \
    : \
    (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */

```



```

# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gp517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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*/

#ifndef _SYS_TREE_H_

#define _SYS_TREE_H_

#ifdef __GNUC__

#define __GNUC_PREREQ__(x, y) \

((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

(__GNUC__ > (x)))

#else

```

#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

```

```

#define SPLAY_ENTRY(type)    \
struct {                    \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define

```

```

    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
\
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
} \
\
/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \

```

```

    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
    int __comp; \
    name##_SPLAY(head, elm); \
    __comp = (cmp)(elm, (head)->sph_root); \
    if(__comp < 0) { \
        SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
        SPLAY_RIGHT(elm, field) = (head)->sph_root; \
        SPLAY_LEFT((head)->sph_root, field) = NULL; \
    } else if (__comp > 0) { \
        SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
        SPLAY_LEFT(elm, field) = (head)->sph_root; \
        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
} \
(head)->sph_root = (elm); \
return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field);\
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \

```

```

\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field);\
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field);\
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field);\
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field);\
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while (1) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if (__comp < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\

```

```

    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break;  \
}  \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) {  \
    __tmp = SPLAY_RIGHT((head)->sph_root, field);\
    if (__tmp == NULL)  \
        break;  \
    if (__comp > 0) {  \
        SPLAY_ROTATE_LEFT(head, __tmp, field);\
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break;  \
    }  \
    SPLAY_LINKRIGHT(head, __left, field); \
}  \
}  \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head)  \
    for ((x) = SPLAY_MIN(name, head);  \
        (x) != NULL;  \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type)  \
struct name {  \
    struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root)  \
{  \
    NULL }

#define RB_INIT(root) do {  \

```



```

(root)->rbh_root = NULL;  \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type)  \
struct {  \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {  \
    RB_PARENT(elm, field) = parent;  \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {  \
    RB_COLOR(black, field) = RB_BLACK;  \
    RB_COLOR(red, field) \
    = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {  \
    (tmp) = RB_RIGHT(elm, field);  \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    }  \
    RB_AUGMENT(elm);  \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else  \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else  \

```

```

(head)->rbh_root = (tmp); \
RB_LEFT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.

```

```

* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
    struct type \
    *parent, *gparent, *tmp; \
    while ((parent = RB_PARENT(elm, field)) != NULL && \
        RB_COLOR(parent, field) == RB_RED) { \
        gparent = RB_PARENT(parent, field); \
        if (parent == RB_LEFT(gparent, field)) { \
            tmp = RB_RIGHT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_RIGHT(parent, field) == elm) { \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \
            RB_ROTATE_RIGHT(head, gparent, tmp, field); \
        } else { \
            tmp = RB_LEFT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_LEFT(parent, field) == elm) \
        { \
            RB_ROTATE_RIGHT(head, parent, tmp, field);\
            tmp = parent; \
            parent = elm; \
            elm = tmp; \
        } \
        RB_SET_BLACKRED(parent, gparent, field); \
        RB_ROTATE_LEFT(head, gparent, tmp, field); \
    }

```

```

    } \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
    \
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK;\
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                elm = RB_ROOT(head); \
                break; \
            } \
        } else { \
            tmp = RB_LEFT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
        struct type *oright; \
        if ((oright = RB_RIGHT(tmp, field)) \
            != NULL) \
            RB_COLOR(oright, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_LEFT(head, tmp, oright, field);\
        tmp = RB_LEFT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \

```

```

struct type *left;  \
elm = RB_RIGHT(elm, field);  \
while ((left = RB_LEFT(elm, field)) != NULL) \
    elm = left;  \
child = RB_RIGHT(elm, field);  \
parent = RB_PARENT(elm, field);  \
color = RB_COLOR(elm, field);  \
if (child)  \
    RB_PARENT(child, field) = parent; \
if (parent) {  \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else  \
        RB_RIGHT(parent, field) = child; \
    RB_AUGMENT(parent);  \
} else  \
    RB_ROOT(head)
= child;  \
if (RB_PARENT(elm, field) == old) \
    parent = elm;  \
(elm)->field = (old)->field;  \
if (RB_PARENT(old, field)) {  \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else  \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else  \
    RB_ROOT(head) = elm;  \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field))  \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) {  \
    left = parent;  \
    do {  \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
}  \
goto color;  \
}  \
parent = RB_PARENT(elm, field);  \
color = RB_COLOR(elm, field);  \
if (child)  \
    RB_PARENT(child, field) = parent; \
if (parent) {  \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else  \

```

```

    RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \

```

```

int comp;    \
while (tmp) {    \
    comp = cmp(elm, tmp);    \
    if (comp < 0)    \
        tmp = RB_LEFT(tmp, field);    \
    else if (comp > 0)    \
        tmp = RB_RIGHT(tmp, field);    \
    else    \
        return (tmp);    \
}    \
return (NULL);    \
}    \
    \
/* Finds the first node greater than or equal to the search key */\
attr struct type *    \
name##_RB_NFIND(struct name *head, struct type *elm)    \
{    \
    struct type *tmp = RB_ROOT(head);    \
    struct type *res = NULL;    \
    int comp;    \
    while (tmp) {    \
        comp = cmp(elm, tmp);    \
        if (comp < 0) {    \
            res = tmp;    \
            tmp = RB_LEFT(tmp, field);    \
        }    \
        else if (comp > 0)    \
            tmp =    \
RB_RIGHT(tmp, field);    \
        else    \
            return (tmp);    \
    }    \
    return (res);    \
}    \
    \
/* ARGSUSED */    \
attr struct type *    \
name##_RB_NEXT(struct type *elm)    \
{    \
    if (RB_RIGHT(elm, field)) {    \
        elm = RB_RIGHT(elm, field);    \
        while (RB_LEFT(elm, field))    \
            elm = RB_LEFT(elm, field);    \
    } else {    \
        if (RB_PARENT(elm, field) &&    \
            (elm == RB_LEFT(RB_PARENT(elm, field), field)))    \
            elm = RB_PARENT(elm, field);    \
        else {    \

```



```

while (RB_PARENT(elm, field) && \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field); \
elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                  (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1

```

```

#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007

```

```

pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

```

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```
# Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=alpine-baselayout
pkgver=3.6.8
pkgrel=1
pkgdesc="Alpine base dir structure and init scripts"
url="https://git.alpinelinux.org/cgit/aports/tree/main/alpine-baselayout"
arch="noarch"
license="GPL-2.0-only"
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$pkgname-$pkgver"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}
```

```

package() {
python3 -m installer -d "$pkgdir" \
    .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.428 musl-utils 1.2.5-r21

1.428.1 Available under license :

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Version 2, June 1991

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in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Moe Ghoul, 1 April 1989

Moe Ghoul, President of Vice

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```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
```

```
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
```

```
pkgname=spdx-licenses
```

```
pkgver=3.27.0
```

```
pkgrel=0
```

```
pkgdesc="Various data formats for the SPDX License List"
```

```
url="https://spdx.org/"
```

```
arch="noarch"
```

```
options="!check" # no test suite
```

```
license="CC-BY-3.0"
```

```
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
```

```
builddir="$srcdir/license-list-data-$pkgver"
```

```
subpackages="$pkgname-list"
```

```
_types="html json rdfa rdft rdfturtle rdfxml template text"
```

```
for type in $_types; do
```

```

subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

```

```

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

```

```

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \
        --mandir=/usr/share/man \
        --sourcedir=/usr/share/$pkgname
    make
}

package() {

```

```
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}
```

```
sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
MIT License
```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {
    update_config_sub
    default_prepare
}
```

```
build() {
    ./configure \
    --build=$CBUILD \
    --host=$CHOST \
    --prefix=/usr
    make
}
```

```
package() {
    make DESTDIR="$pkgdir" install
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

Contributor: Patrycja Rosa <alpine@ptrcnull.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

```

pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
buildldir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"

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```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

#ifndef _SYS_QUEUE_H_

#define _SYS_QUEUE_H_

/*

* This file defines five types of data structures: singly-linked lists,

* lists, simple queues, tail queues, and circular queues.

```

*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
  pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list. Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction. Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
  other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
  can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h

```

```

* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

```

```

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*

```

```

* List definitions.
*/
#define LIST_HEAD(name, type)    \
struct name {                    \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head)    \
{ NULL }

#define LIST_ENTRY(type)    \
struct {                     \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
* List access methods.
*/
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)    \
for ((var) = ((head)->lh_first);    \
     (var) != LIST_END(head);    \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)    \
for ((var) = LIST_FIRST((head));    \
     (var) != LIST_END(head) &&    \
     ((tvar) = LIST_NEXT((var), field), 1);    \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {    \
    LIST_INIT((head2));    \
    if (!LIST_EMPTY((head1)))    \
    {    \
        (head2)->lh_first = (head1)->lh_first;    \
        LIST_INIT((head1));    \
    }    \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/
#ifdef QUEUEDEBUG

```

```

#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \

```

```

if (((elm)->field.le_next
= (head)->lh_first) != LIST_END(head))\
(head)->lh_first->field.le_prev = &(elm)->field.le_next;\
(head)->lh_first = (elm); \
(elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
QUEUEDEBUG_LIST_OP((elm), field) \
if ((elm)->field.le_next != NULL) \
(elm)->field.le_next->field.le_prev = \
(elm)->field.le_prev; \
*(elm)->field.le_prev = (elm)->field.le_next; \
QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
(elm2)->field.le_next->field.le_prev = \
&(elm2)->field.le_next; \
(elm2)->field.le_prev = (elm)->field.le_prev; \
*(elm2)->field.le_prev = (elm2); \
QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.
*/

#define SIMPLEQ_HEAD(name, type) \
struct name { \
struct \
type *sqh_first; /* first element */ \
struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
struct type *sqe_next; /* next element */ \
}

/*
* Simple queue access methods.
*/

#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL

```

```

#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head); \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head) && \
    ((next = ((var)->field.sqe_next)), 1); \
    (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if

```



```

(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL)    \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \
*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
qual type *tqh_first; /* first element */ \
qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \

```

```

qual type *tqe_next; /* next element */ \
qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head); \
        (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head) && \
        ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head); \
        (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head) && \
        ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \

```

```

    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
    (elm)->field.tqe_next->field.tqe_prev != \
    &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
    QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
    (head)->tqh_last != &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
        (head), (elm), __FILE__, \
        __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,

```

```

elm, field) do { \
QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
(elm)->field.tqe_next = TAILQ_END(head); \
(elm)->field.tqe_prev = (head)->tqh_last; \
*(head)->tqh_last = (elm); \
(head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \
(head)->tqh_last = &(elm)->field.tqe_next; \
(listelm)->field.tqe_next = (elm); \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
(elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
(elm)->field.tqe_next = (listelm); \
*(listelm)->field.tqe_prev = (elm); \
(listelm)->field.tqe_prev \
= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
QUEUEDEBUG_TAILQ_OP((elm), field) \
if (((elm)->field.tqe_next) != TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
(elm)->field.tqe_prev; \
else \
(head)->tqh_last = (elm)->field.tqe_prev; \
*(elm)->field.tqe_prev = (elm)->field.tqe_next; \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm2)->field.tqe_next->field.tqe_prev = \
&(elm2)->field.tqe_next; \
else \
(head)->tqh_last = &(elm2)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

```

```

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#ifdef QUEUEDEBBUG
#define QUEUEDEBBUG_CIRCLEQ_HEAD(head, field) \

```

```

if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \

```



```

struct {
    \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
* Circular queue functions.
*/

#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */

```

```

#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

```

```

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
buildid="$_srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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*/

#ifndef _SYS_TREE_H_

#define _SYS_TREE_H_

#ifdef __GNUC__

#define __GNUC_PREREQ__(x, y) \

((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

(__GNUC__ > (x)))

```

#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \

```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)    \
struct {                    \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
} \
    \
/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \

```



```

if (SPLAY_EMPTY(head)) { \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
    int __comp; \
    name##_SPLAY(head, elm); \
    __comp = (cmp)(elm, (head)->sph_root); \
    if(__comp < 0) { \
        SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
        SPLAY_RIGHT(elm, field) = (head)->sph_root; \
        SPLAY_LEFT((head)->sph_root, field) = NULL; \
    } else if (__comp > 0) { \
        SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
        SPLAY_LEFT(elm, field) = (head)->sph_root; \
        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \

```

```

int __comp;    \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node;    \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
    if (__comp < 0) { \
        __tmp = SPLAY_LEFT((head)->sph_root, field);\
        if (__tmp == NULL) \
            break; \
        if ((cmp)(elm, __tmp) < 0){ \
            SPLAY_ROTATE_RIGHT(head, __tmp, field);\
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                break; \
        } \
        SPLAY_LINKLEFT(head, __right, field); \
    } else if (__comp > 0) { \
        __tmp = SPLAY_RIGHT((head)->sph_root, field);\
        if (__tmp == NULL) \
            break; \
        if ((cmp)(elm, __tmp) > 0){ \
            SPLAY_ROTATE_LEFT(head, __tmp, field);\
            if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                break; \
        } \
        SPLAY_LINKRIGHT(head, __left, field); \
    } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node;    \
    \
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \

```

```

    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if (__comp > 0) { \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
    struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{ \
    NULL \
}

```

```

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } \
} while (/*CONSTCOND*/ 0)

```

```

} else    \
    (head)->rbh_root = (tmp);    \
    RB_LEFT(tmp, field) = (elm);    \
    RB_PARENT(elm, field) = (tmp);    \
    RB_AUGMENT(tmp);    \
    if ((RB_PARENT(tmp, field)))    \
        RB_AUGMENT(RB_PARENT(tmp, field));    \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {    \
    (tmp) = RB_LEFT(elm, field);    \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))    \
        != NULL) {    \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);    \
    }    \
    RB_AUGMENT(elm);    \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) {    \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field))    \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp);    \
        else    \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp);    \
    } else    \
        (head)->rbh_root = (tmp);    \
    RB_RIGHT(tmp, field) = (elm);    \
    RB_PARENT(elm, field) = (tmp);    \
    RB_AUGMENT(tmp);    \
    if ((RB_PARENT(tmp, field)))    \
        RB_AUGMENT(RB_PARENT(tmp, field));    \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)    \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)    \
    attr void name##_RB_INSERT_COLOR(struct name *, struct    \
    type *);    \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);    \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *);    \
    attr struct type *name##_RB_INSERT(struct name *, struct type *);    \
    attr struct type *name##_RB_FIND(struct name *, struct type *);    \
    attr struct type *name##_RB_NFIND(struct name *, struct type *);    \
    attr struct type *name##_RB_NEXT(struct type *);    \
    attr struct type *name##_RB_PREV(struct type *);    \
    attr struct type *name##_RB_MINMAX(struct name *, int);    \
    \

```

```

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                if (RB_RIGHT(parent, field) == elm) { \
                    RB_ROTATE_LEFT(head, parent, tmp, field);\
                    tmp = parent; \
                    parent = elm; \
                    elm = tmp; \
                } \
                RB_SET_BLACKRED(parent, gparent, field); \
                RB_ROTATE_RIGHT(head, gparent, tmp, field); \
            } else { \
                tmp = RB_LEFT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                if (RB_LEFT(parent, field) == elm) \
            { \
                RB_ROTATE_RIGHT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \

```

```

    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) { \
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) { \
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK; \
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field); \
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                elm = RB_ROOT(head); \
                break; \
            } \
        } else { \
            tmp = RB_LEFT(parent, field); \

```

```

if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
        struct type *oright; \
        if ((oright = RB_RIGHT(tmp, field)) \
            != NULL) \
            RB_COLOR(oright, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_LEFT(head, tmp, oright, field);\
        tmp = RB_LEFT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \

```



```

else {
    struct type *left;
    elm = RB_RIGHT(elm, field);
    while ((left = RB_LEFT(elm, field)) != NULL)
        elm = left;
    child = RB_RIGHT(elm, field);
    parent = RB_PARENT(elm, field);
    color = RB_COLOR(elm, field);
    if (child)
        RB_PARENT(child, field) = parent;
    if (parent) {
        if (RB_LEFT(parent, field) == elm)
            RB_LEFT(parent, field) = child;
        else
            RB_RIGHT(parent, field) = child;
        RB_AUGMENT(parent);
    } else
        RB_ROOT(head)
= child;
    if (RB_PARENT(elm, field) == old)
        parent = elm;
    (elm)->field = (old)->field;
    if (RB_PARENT(old, field)) {
        if (RB_LEFT(RB_PARENT(old, field), field) == old)
            RB_LEFT(RB_PARENT(old, field), field) = elm;
        else
            RB_RIGHT(RB_PARENT(old, field), field) = elm;
        RB_AUGMENT(RB_PARENT(old, field));
    } else
        RB_ROOT(head) = elm;
    RB_PARENT(RB_LEFT(old, field), field) = elm;
    if (RB_RIGHT(old, field))
        RB_PARENT(RB_RIGHT(old, field), field) = elm;
    if (parent) {
        left = parent;
        do {
            RB_AUGMENT(left);
        } while ((left = RB_PARENT(left, field)) != NULL);
    }
    goto color;
}
parent = RB_PARENT(elm, field);
color = RB_COLOR(elm, field);
if (child)
    RB_PARENT(child, field) = parent;
if (parent) {
    if (RB_LEFT(parent, field) == elm)
        RB_LEFT(parent, field) = child;

```

```

else    \
    RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else    \
    RB_ROOT(head) = child; \
color:    \
if (color == RB_BLACK)    \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old);    \
}    \
    \
/* Inserts a node into the RB tree */ \
attr struct type *    \
name##_RB_INSERT(struct name *head, struct type *elm) \
{    \
    struct type *tmp;    \
    struct type *parent = NULL; \
    int comp = 0;    \
    tmp = RB_ROOT(head);    \
    while (tmp) {    \
        parent = tmp;    \
        comp = (cmp)(elm, parent); \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field); \
        else    \
            return (tmp); \
    }    \
    RB_SET(elm, parent, field); \
    if (parent != NULL) {    \
        if (comp < 0)    \
            RB_LEFT(parent, field) = elm; \
        else    \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else    \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL);    \
}    \
    \
/* Finds the node with the same key as elm */ \
attr struct type *    \
name##_RB_FIND(struct name *head, struct type *elm) \
{    \

```

```

struct type *tmp = RB_ROOT(head); \
int comp; \
while (tmp) { \
    comp = cmp(elm, tmp); \
    if (comp < 0) \
        tmp = RB_LEFT(tmp, field); \
    else if (comp > 0) \
        tmp = RB_RIGHT(tmp, field); \
    else \
        return (tmp); \
} \
return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
    } \
}

```

```

else {
    while (RB_PARENT(elm, field) &&
        (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
        elm = RB_PARENT(elm, field);
    elm = RB_PARENT(elm, field);
}
}
return (elm);
}

/* ARGSUSED */
attr struct type *
name##_RB_PREV(struct type *elm)
{
    if (RB_LEFT(elm, field)) {
        elm = RB_LEFT(elm, field);
        while (RB_RIGHT(elm, field))
            elm = RB_RIGHT(elm, field);
    }
    else {
        if (RB_PARENT(elm, field) &&
            (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
            elm = RB_PARENT(elm, field);
        else {
            while (RB_PARENT(elm, field) &&
                (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
                elm = RB_PARENT(elm, field);
            elm = RB_PARENT(elm, field);
        }
    }
    return (elm);
}

attr struct type *
name##_RB_MINMAX(struct name *head, int val)
{
    struct type *tmp = RB_ROOT(head);
    struct type *parent = NULL;
    while (tmp) {
        parent = tmp;
        if (val < 0)
            tmp = RB_LEFT(tmp, field);
        else
            tmp = RB_RIGHT(tmp, field);
    }
    return (parent);
}

```

```

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license

```

```

pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

```

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```
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gp517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
buildid="$srcdir/_pkgname-$pkgver"

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3"
```

ab36c676e56ec302178d7166588066

license_expression-30.4.4.tar.gz

"

1.429 cpp 15.2.0-r2

1.429.1 Available under license :

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```

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<<http://www.gnu.org/licenses/>>. */

```
/* Use the Sequent Symmetry assembler syntax. */
```

```
/* Define the syntax of pseudo-ops, labels and comments. */
```

```
/* Prefix for internally generated assembler
   labels. If we aren't using
   underscores, we are using prefix `.'s to identify labels that should
   be ignored, as in `i386/gas.h' --karl@cs.umb.edu */
```

```
#define LPREFIX "L"
```

```
/* Assembler pseudos to introduce constants of various size. */
```

```
#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */
```

```

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
#define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */

/* Define the syntax of labels and symbol definitions/declarations. */

/* This is how to output an assembler line
that says to advance the location counter by SIZE bytes. */

#define ASM_OUTPUT_SKIP(FILE,SIZE) \
fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations. */

/* This says how to output an assembler line
to define a global common symbol. */

#define
ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED) \
( fputs (".comm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
to define a local common symbol. */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED) \
( fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \
( fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
that says to advance the location counter
to a multiple of 2**LOG bytes. */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
the symbol_ref name of an internal numbered

```

label where

PREFIX is the class of label and NUM is the number within the class.

This is suitable for output with `assemble_name'. */

```
#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \  
    sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))
```

```
/* The prefix to add to user-visible assembler symbols. */
```

```
#define USER_LABEL_PREFIX "_"   
    GNU GENERAL PUBLIC LICENSE   
    Version 2, June 1991
```

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Version 3.1, 31 March 2009

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02110-1301, USA. */

```
#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
   difficult for the compiler to generate a call to this. These are
   used as arguments to the function __VLTChangePermission, declared
   below. */
#define __VLTP_READ_ONLY 0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size. */
#define VTV_PAGE_SIZE 4096
#else
#ifdef defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to be 4,
   16 or 64 KiB.
   For now, only the default page size of 16KiB is supported. */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif

#endif /* __VTV_H__ */
```

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Version 3, 29 June 2007

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1.430 libcap 2.77-r0

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1.431 nghttp2 1.68.0-r0

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1.432 bcutil-fips 2.1.5

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Any

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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```
/* Definitions for BSD assembler syntax for Intel 386
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   adapted to BSD conventions for symbol names and debugging.)
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```

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<<http://www.gnu.org/licenses/>>. */

/* Use the Sequent Symmetry assembler syntax. */

/* Define the syntax of pseudo-ops, labels and comments. */

/* Prefix for internally generated assembler
labels. If we aren't using
underscores, we are using prefix `.'s to identify labels that should
be ignored, as in `i386/gas.h' --karl@cs.umb.edu */

#define LPREFIX "L"

/* Assembler pseudos to introduce constants of various size. */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
#define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */

/* Define the syntax of labels and symbol definitions/declarations. */

/* This is how to output an assembler line
that says to advance the location counter by SIZE bytes. */

#define ASM_OUTPUT_SKIP(FILE,SIZE) \
fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations. */

/* This says how to output an assembler line
to define a global common symbol. */

#define
ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED) \
(fputs (".comm ", (FILE)), \

```

assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
to define a local common symbol. */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED) \
( fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \
( fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
that says to advance the location counter
to a multiple of 2**LOG bytes. */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
the symbol_ref name of an internal numbered
label where
PREFIX is the class of label and NUM is the number within the class.
This is suitable for output with `assemble_name'. */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols. */

#define USER_LABEL_PREFIX "_"

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```

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```
#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
   difficult for the compiler to generate a call to this. These are
   used as arguments to the function __VLTChangePermission, declared
   below. */
#define __VLTP_READ_ONLY 0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size. */
#define VTV_PAGE_SIZE 4096
#else
#ifdef defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to
   be 4, 16 or 64 KiB.
   For now, only the default page size of 16KiB is supported. */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif
#endif
```

#endif

#endif /* __VTV_H__ */

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section 10

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GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

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```
<program> Copyright (C) <year> <name of author>
This program comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
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under certain conditions; type `show c' for details.
```

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1.435 curl 8.17.0-r1

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1.436 pcre2 10.47-r0

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The basic library functions

Written by: Philip Hazel
Email local part: Philip.Hazel
Email domain: gmail.com

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PCRE2 Just-In-Time compilation support

Written by: Zoltan Herczeg
Email local part: hzmester
Email domain: freemail.hu

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Stack-less Just-In-Time compiler

Written by: Zoltan Herczeg
Email local part: hzmester
Email domain: freemail.hu

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1.437 ca-certificates 20251003-r0

1.437.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
```

```

echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkgbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkgbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
make test
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85

```



```

BSD-Resource-1.2911.tar.gz
"
maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games

```

```

pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \
        --mandir=/usr/share/man \
        --sourcedir=/usr/share/$pkgname
    make
}

package() {
    make DESTDIR="$pkgdir" install
    install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
    bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
        --build=$CBUILD \  
        --host=$CHOST \  
        --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

mini_sendmail - accept email on behalf of real sendmail

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Contributor: Patrycja Rosa <alpine@ptrcnull.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

pkgver=0.7.2

pkgrel=6

pkgdesc="BSD compatibility headers (cdefs, queue, tree)"

url="https://gitlab.alpinelinux.org/alpine/aports"

arch="noarch"

license="BSD-2-Clause AND BSD-3-Clause"

source="

cdefs.h

queue.h

tree.h

"

builddir="\$srcdir"

options="!check" # just headers

package() {

mkdir -p "\$pkgdir"

install -Dm644 -t "\$pkgdir"/usr/include/sys \

cdefs.h queue.h tree.h

}

sha512sums="

37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312

7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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- * OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
- * SUCH DAMAGE.
- *
- * @(#)queue.h 8.5 (Berkeley) 8/20/94
- */

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
```

other to the tail of the list. The elements are singly

- * linked to save space, so elements can only be removed from the
- * head of the list. New elements can be added to the list after
- * an existing element, at the head of the list, or at the end of the
- * list. A simple queue may only be traversed in the forward direction.
- *
- * A tail queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before or
- * after an existing element, at the head of the list, or at the end of
- * the list. A tail queue may be traversed in either direction.
- *
- * A circle queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */

/*

- * Include the definition of NULL only on NetBSD because sys/null.h
- * is not available elsewhere. This conditional makes the header
- * portable and it can simply be dropped verbatim into any system.
- * The caveat is that on other systems some other header
- * must provide NULL before the macros can be used.
- */

```

#ifdef __NetBSD__
#include <sys/null.h>
#endif

#ifdef QUEUEDEBUG
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

```

/*

- * Singly-linked List definitions.
- */

```

#define SLIST_HEAD(name, type)  \
struct name {  \
    struct type *slh_first; /* first \
    element */  \
}

#define SLIST_HEAD_INITIALIZER(head)  \
{ NULL }

#define SLIST_ENTRY(type)  \
struct {  \
    struct type *sle_next; /* next element */  \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)  \
for((var) = (head)->slh_first;  \
    (var) != SLIST_END(head);  \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)  \
for ((var) = SLIST_FIRST((head));  \
    (var) != SLIST_END(head) &&  \
    ((tvar) = SLIST_NEXT((var), field), 1);  \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do {  \
    (head)->slh_first = SLIST_END(head);  \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {  \
    (elm)->field.sle_next = (slistelm)->field.sle_next;  \
    (slistelm)->field.sle_next  \
    = (elm);  \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {  \
    (elm)->field.sle_next = (head)->slh_first;  \

```



```

(head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
(slistelm)->field.sle_next = \
    SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
(head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
if ((head)->slh_first == (elm)) { \
    SLIST_REMOVE_HEAD((head), field); \
} \
else { \
    struct type *curelm = (head)->slh_first; \
    while(curelm->field.sle_next != (elm)) \
        curelm = curelm->field.sle_next; \
    curelm->field.sle_next = \
        curelm->field.sle_next->field.sle_next; \
} \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL

```

```

#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
    (var) != LIST_END(head); \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,

```

```

field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
        = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
} while (/*CONSTCOND*/0)

```

```

(elm2)->field.le_prev = (elm)->field.le_prev; \
*(elm2)->field.le_prev = (elm2); \
QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last

```

```

= &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
(elm)->field.sqe_next = NULL; \
*(head)->sqh_last = (elm); \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
(listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
(head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
if \
(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
== NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \

```

```

*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
(*(((struct headname *) (void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
(*(((struct headname \
*)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \

```

```

for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
        &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__,

```

```

__LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
    elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```



```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
    = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
    (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
    *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

```

/*

* Singly-linked Tail queue declarations.

*/

```

#define STAILQ_HEAD(name, type) \

```

```

struct name {      \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head)      \
    { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)      \
    struct {      \
        struct type *stqe_next; /* next element */ \
    }

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do {      \
    (head)->stqh_first = NULL;      \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do {      \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm);      \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do {      \
    (elm)->field.stqe_next = NULL;      \
    *(head)->stqh_last = (elm);      \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do {      \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm);      \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
    (STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros

```

```

* for compatibility but because of pointer aliasing issues their use
* is discouraged!
*/

/*
* __launder_type(): We use this ugly hack to work around the the compiler
* noticing that two types may not alias each other and elide tests in code.
* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
* 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
* 4.8) declare these comparisons as always false, causing the code to
* not run as designed.
*
* This hack is only to be used for comparisons and thus can be fully const.
* Do not use for assignment.
*
* If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
* this by changing the head/tail sentinal values, but see the note above
* this one.
*/

static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } \

```

```

if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
    struct name { \
        struct type *cqh_first; /* \
        first element */ \
        struct type *cqh_last; /* last element */ \
    }

#define CIRCLEQ_HEAD_INITIALIZER(head) \
    { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
    struct { \
        struct type *cqe_next; /* next element */ \
        struct type *cqe_prev; /* previous element */ \
    }

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \

```

```

(head)->cqh_last = (elm); \
else \
(listelm)->field.cqe_next->field.cqe_prev = (elm); \
(listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
listelm, elm, field) do { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
(elm)->field.cqe_next = (listelm); \
(elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
(head)->cqh_first = (elm); \
else \
(listelm)->field.cqe_prev->field.cqe_next = (elm); \
(listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
(elm)->field.cqe_next = (head)->cqh_first; \
(elm)->field.cqe_prev = CIRCLEQ_END(head); \
if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
(head)->cqh_last = (elm); \
else \
(head)->cqh_first->field.cqe_prev = (elm); \
(head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
(elm)->field.cqe_next
= CIRCLEQ_END(head); \
(elm)->field.cqe_prev = (head)->cqh_last; \
if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
(head)->cqh_first = (elm); \
else \
(head)->cqh_last->field.cqe_next = (elm); \
(head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBBUG_CIRCLEQ_ELM((head), (elm), field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
(head)->cqh_last = (elm)->field.cqe_prev; \
else \

```

```

(elm)->field.cqe_next->field.cqe_prev = \
    (elm)->field.cqe_prev; \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
    (head)->cqh_first = (elm)->field.cqe_next; \
else \
    (elm)->field.cqe_prev->field.cqe_next = \
        (elm)->field.cqe_next; \
QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm)->field.cqe_next)
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm)->field.cqe_prev)
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */

```

```

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */

# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

```



```

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"

(The MIT License)

```

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```

/* $NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp $ */
/* $OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp $ */
/* Modified by Void Linux. */
/*

```

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```

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*/

```

```

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
  ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
   (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

```

```

/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
* data structure. Every operation
* on the tree causes a splay to happen. The splay moves the requested
* node to the root of the tree and partly rebalances it.

```

```

*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree. On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
* amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
*
* A red-black tree is a binary search tree with the node color as an
* extra attribute. It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as  $O(\lg n)$ .
* The maximum height of a red-black tree is  $2\lg(n+1)$ .
*/

```

```

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

```

```

#define SPLAY_INITIALIZER(root) \
{ NULL }

```

```

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

```

```

#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

```

```

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

```

```

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (0)

```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \

```

```

    \
static __inline __sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{
    \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    }
else \
    elm = NULL; \
return (elm); \
} \
\

static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{
    \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{
    \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
} \

```

```

    (head)->sph_root = (elm);    \
    return (NULL);              \
}                                \
    \
struct type *                    \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{                                \
    struct type *__tmp;          \
    if (SPLAY_EMPTY(head))      \
        return (NULL);          \
    name##_SPLAY(head, elm);     \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field);\
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
    \
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \

```

```

if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
    SPLAY_ROTATE_LEFT(head, __tmp, field); \
    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            } \
            SPLAY_LINKRIGHT(head, __left, field); \
        } \
    } \
} \

```

```

    SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color

```



```

#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
    != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \

```

```

    RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
else \
    RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
(head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
attr void name##_RB_INSERT_COLOR(struct name *, struct
type *); \
attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
attr struct type *name##_RB_INSERT(struct name *, struct type *); \
attr struct type *name##_RB_FIND(struct name *, struct type *); \
attr struct type *name##_RB_NFIND(struct name *, struct type *); \
attr struct type *name##_RB_NEXT(struct type *); \
attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
\

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
    struct type \
    *parent, *gparent, *tmp; \
    while ((parent = RB_PARENT(elm, field)) != NULL && \
        RB_COLOR(parent, field) == RB_RED) { \
        gparent = RB_PARENT(parent, field); \
        if (parent == RB_LEFT(gparent, field)) { \
            tmp = RB_RIGHT(gparent, field); \

```

```

if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
    RB_COLOR(tmp, field) = RB_BLACK; \
    RB_SET_BLACKRED(parent, gparent, field);\
    elm = gparent; \
    continue; \
} \
if (RB_RIGHT(parent, field) == elm) { \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field); \
RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
    tmp = RB_LEFT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field);\
        elm = gparent; \
        continue; \
    } \
    if (RB_LEFT(parent, field) == elm)
{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \

```

```

} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
        struct type *oleft; \
        if ((oleft = RB_LEFT(tmp, field)) \
            != NULL) \
            RB_COLOR(oleft, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_RIGHT(head, tmp, oleft, field);\
        tmp = RB_RIGHT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field)) \
        RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field); \
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \
            RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
            struct type *oright; \
            if ((oright = RB_RIGHT(tmp, field)) \

```

```

    != NULL) \
    RB_COLOR(orient, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED;\
    RB_ROTATE_LEFT(head, tmp, orient, field);\
    tmp = RB_LEFT(parent, field);\
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK;\
if (RB_LEFT(tmp, field)) \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_RIGHT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)

```

```

= child; \
if (RB_PARENT(elm, field) == old) \
    parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
    left = parent; \
    do { \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \

```

```

int comp = 0;    \
tmp = RB_ROOT(head);    \
while (tmp) {    \
    parent = tmp;    \
    comp = (cmp)(elm, parent);    \
    if (comp < 0)    \
        tmp = RB_LEFT(tmp, field);    \
    else if (comp > 0)    \
        tmp = RB_RIGHT(tmp, field);    \
    else    \
        return (tmp);    \
}    \
RB_SET(elm, parent, field);    \
if (parent != NULL) {    \
    if (comp < 0)    \
        RB_LEFT(parent, field) = elm;    \
    else    \
        RB_RIGHT(parent, field) = elm;    \
    RB_AUGMENT(parent);    \
} else    \
    RB_ROOT(head) = elm;    \
name##_RB_INSERT_COLOR(head,
elm);    \
return (NULL);    \
}    \
    \
/* Finds the node with the same key as elm */    \
attr struct type *    \
name##_RB_FIND(struct name *head, struct type *elm)    \
{    \
    struct type *tmp = RB_ROOT(head);    \
    int comp;    \
    while (tmp) {    \
        comp = cmp(elm, tmp);    \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field);    \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field);    \
        else    \
            return (tmp);    \
    }    \
    return (NULL);    \
}    \
    \
/* Finds the first node greater than or equal to the search key */    \
attr struct type *    \
name##_RB_NFIND(struct name *head, struct type *elm)    \
{    \

```

```

struct type *tmp = RB_ROOT(head); \
struct type *res = NULL; \
int comp; \
while (tmp) { \
    comp = cmp(elm, tmp); \
    if (comp < 0) { \
        res = tmp; \
        tmp = RB_LEFT(tmp, field); \
    } \
    else if (comp > 0) \
        tmp = \
RB_RIGHT(tmp, field); \
    else \
        return (tmp); \
} \
return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
}

```



```

}
else {
    if (RB_PARENT(elm, field) &&
        (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else {
        while (RB_PARENT(elm, field) &&
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\

attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) {
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, \
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
    (x) != NULL; \
    (x) = name##_RB_NEXT(x))

```

```

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
    (x) != NULL; \
    (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
    INSTALLDIRS=vendor \

```

```

NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
make test
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
(The MIT License)

```

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Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

```

pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${pkgname}/${pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${pkgname}-${pkgver}"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.438 spring-aop 6.2.14

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* org.springframework.web.server.adapter.WebHttpHandlerBuilder\$SpringWebBlockHoundIntegration

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* /spring-web-6-2-14-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration

1.440 spring-beans 6.2.14

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/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/AbstractSingleCheckedElementTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/ButtonTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/CheckboxTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/CheckboxesTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/ErrorsTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/FormTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/HiddenInputTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/InputTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/LabelTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/OptionTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/OptionWriter.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/OptionsTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/PasswordInputTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/RadioButtonTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/RadioButtonTagsTag.java/*

/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/SelectTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/SelectedValueComparator.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/TagIdGenerator.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/TagWriter.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/TextareaTag.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/tags/form/ValueFormatter.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/theme/AbstractThemeResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/theme/CookieThemeResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/theme/FixedThemeResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/theme/SessionThemeResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/theme/ThemeChangeInterceptor.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/AbstractCachingViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/AbstractTemplateView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/AbstractTemplateViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/AbstractUrlBasedView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/AbstractView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/BeanNameViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/ContentNegotiatingViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/DefaultFragmentsRendering.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/DefaultFragmentsRenderingBuilder.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/DefaultRequestToViewNameTranslator.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/FragmentsRendering.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/InternalResourceView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/InternalResourceViewResolver.java/*

/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/JstlView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/RedirectView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/ResourceBundleViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/UrlBasedViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/ViewResolverComposite.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/XmlViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/document/AbstractPdfStamperView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/document/AbstractPdfView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/document/AbstractXlsView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/document/AbstractXlsxStreamingView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/document/AbstractXlsxView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/feed/AbstractAtomFeedView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/feed/AbstractFeedView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/feed/AbstractRssFeedView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/freemarker/FreeMarkerConfig.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/freemarker/FreeMarkerConfigurer.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/freemarker/FreeMarkerView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/freemarker/FreeMarkerViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupConfig.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupConfigurer.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/json/AbstractJackson2View.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/json/MappingJackson2JsonView.java/*

/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/RenderingContext.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/ScriptTemplateConfig.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/ScriptTemplateConfigurer.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/ScriptTemplateView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/script/ScriptTemplateViewResolver.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/xml/MappingJackson2XmlView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/xml/MarshallingView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/xslt/XsltView.java/*
/opt/cola/permits/2771735797_1765193617.4642324/0/spring-webmvc-6-2-14-sources-jar/org/springframework/web/servlet/view/xslt/XsltViewResolver.java/*

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TABLE OF CONTENTS

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SECTION 1: BSD-STYLE, MIT-STYLE, OR SIMILAR STYLE LICENSES

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>>> JOpt Simple (net.sf.jopt-simple:jopt-simple)
>>> ASM 4.0 (org.ow2.asm:asm)

SECTION 2: Apache License, V2.0

>>> JSON library from Android SDK (com.vaadin.external.google:android-json)
>>> Apache Commons Codec (commons-codec:commons-codec)

- >>> Apache HttpClient (org.apache.httpcomponents:httpClient)
- >>> Apache HttpCore (org.apache.httpcomponents:httpcore)
- >>> Plexus Cipher: encryption/decryption Component (org.sonatype.plexus:plexus-cipher)
- >>> Plexus Security Dispatcher Component (org.sonatype.plexus:plexus-sec-dispatcher)
- >>> Apache Commons Logging (commons-logging:commons-logging)
- >>> Apache Groovy (org.apache.groovy:groovy)
- >>> Maven Aether Provider (org.apache.maven:maven-aether-provider)
- >>> Maven Model (org.apache.maven:maven-model)
- >>> Maven Model Builder (org.apache.maven:maven-model-builder)
- >>> Maven
- Repository Metadata Model (org.apache.maven:maven-repository-metadata)
- >>> Maven Settings (org.apache.maven:maven-settings)
- >>> Maven Settings Builder (org.apache.maven:maven-settings-builder)
- >>> Plexus :: Component Annotations (org.codehaus.plexus:plexus-component-annotations)
- >>> Plexus Common Utilities (org.codehaus.plexus:plexus-utils)
- >>> Plexus Component API (org.codehaus.plexus:plexus-component-api)
- >>> Plexus Interpolation API (org.codehaus.plexus:plexus-interpolation)

SECTION 3: Eclipse Public License, Version 1.0

- >>> Aether API (org.eclipse.aether:aether-api)
- >>> Aether Connector Basic (org.eclipse.aether:aether-connector-basic)
- >>> Aether Implementation (org.eclipse.aether:aether-impl)
- >>> Aether SPI (org.eclipse.aether:aether-spi)
- >>> Aether Transport File (org.eclipse.aether:aether-transport-file)
- >>> Aether Transport HTTP (org.eclipse.aether:aether-transport-http)
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>>> org.apache.maven:maven-settings-builder
>>> org.codehaus.plexus:plexus-component-annotations
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1.448 spring-orm 6.2.14

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* /spring-orm-6-2-14-sources-jar/org/springframework/orm/ObjectOptimisticLockingFailureException.java

1.449 spring-jdbc 6.2.14

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* /spring-jdbc-6-2-14-sources-jar/org/springframework/jdbc/BadSqlGrammarException.java

1.450 spring-messaging 6.2.14

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* /spring-messaging-6-2-14-sources-jar/org/springframework/messaging/Message.java

1.451 spring-security-core 6.5.7

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1.454 spring-context-support 6.2.14

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1.455 spring-oxm 6.2.14

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 */
```

Found in path(s):

* /spring-oxm-6-2-14-sources-jar/org/springframework/oxm/GenericMarshaller.java

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```
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/GenericUnmarshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/Marshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/MarshallingException.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/MarshallingFailureException.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/UncategorizedMappingException.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/Unmarshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/UnmarshallingFailureException.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/ValidationFailureException.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-jar/org/springframework/oxm/XmlMappingException.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
```


jar/org/springframework/oxm/config/Jaxb2MarshallerBeanDefinitionParser.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/config/OxmNamespaceHandler.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/jaxb/ClassPathJaxb2TypeScanner.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/jaxb/Jaxb2Marshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/mime/MimeContainer.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/mime/MimeMarshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/mime/MimeUnmarshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/support/AbstractMarshaller.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/support/MarshallingSource.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/support/SaxResourceUtils.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/xstream/CatchAllConverter.java/*
/opt/cola/permits/2779078714_1768221329.8493774/0/spring-oxm-6-2-14-sources-
jar/org/springframework/oxm/xstream/XStreamMarshaller.java/*

Found
in path(s):
*

1.456 spring-instrument 6.2.14

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- */

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- * /spring-instrument-6-2-14-sources-jar/org/springframework/instrument/InstrumentationSavingAgent.java

1.457 busybox 1.37.0-r29

1.457.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdFXML template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}
```

```

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuid-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuid-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {

```

```

make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
  default_prepare

  cargo fetch --target="$CTARGET" --locked
}

build() {
  cargo auditable build --release --frozen
}

check() {
  cargo test --frozen
}

package() {
  install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

```

```

depend() {
    need dbus
}
# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \
        --mandir=/usr/share/man \
        --sourcedir=/usr/share/$pkgname
    make
}

package() {
    make DESTDIR="$pkgdir" install
    install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
    bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

```

pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"
arch="all"
options="!check" # No test suite.
license="LGPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2"
"

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
    update_config_sub
    default_prepare
}

build() {
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr
    make
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
    cdefs.h
    queue.h
    tree.h
"

builddir="$srcdir"
options="!check" # just headers

package() {

```

```

mkdir -p "$pkgdir"
install -Dm644 -t "$pkgdir"/usr/include/sys \
  cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178  cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750  queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3  tree.h
"

```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95

<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

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- *
- * @(#)queue.h 8.5 (Berkeley) 8/20/94
- */

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
```

- * traverse the list. New elements can be added to the list before
- * or after an existing element or at the head of the list. A list
- * may only be traversed in the forward direction.
- *
- * A simple queue is headed by a pair of pointers, one the head of the
- * list and the
- other to the tail of the list. The elements are singly
- * linked to save space, so elements can only be removed from the
- * head of the list. New elements can be added to the list after
- * an existing element, at the head of the list, or at the end of the
- * list. A simple queue may only be traversed in the forward direction.
- *
- * A tail queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before or
- * after an existing element, at the head of the list, or at the end of
- * the list. A tail queue may be traversed in either direction.
- *
- * A circle queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */

/*

- * Include the definition of NULL only on NetBSD because sys/null.h
- * is not available elsewhere. This conditional makes the header
- * portable and it can simply be dropped verbatim into any system.
- * The caveat is that on other systems some other header
- * must provide NULL before the macros can be used.
- */

```
#ifdef __NetBSD__
#include <sys/null.h>
#endif
```

```
#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
# define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
# include <err.h>
# define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
```

```

#endif
#endif

/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \

```

```

(slistelm)->field.sle_next
= (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

```

```

/*
* List access methods.
*/

#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
     (var) != LIST_END(head); \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
     (var) != LIST_END(head) && \
     ((tvar) = LIST_NEXT((var), field), 1); \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
LIST_INIT((head2)); \
if (!LIST_EMPTY((head1))) \
{ \
(head2)->lh_first = (head1)->lh_first; \
LIST_INIT((head1)); \
} \
} while (/*CONSTCOND*/0)

/*
* List functions.
*/

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
     (head)->lh_first->field.le_prev != &(head)->lh_first) \
QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
     (elm)->field.le_next->field.le_prev != \
     &(elm)->field.le_next) \
QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
    __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
    __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \

```

```

(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
        = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

```

```

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head); \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head) && \
    ((next = ((var)->field.sqe_next)), 1); \
    (var) = (next))

/*

```

```

* Simple queue functions.
*/
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
        (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
         == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

```



```

} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \
*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
(*(((struct headname *) (void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
(*(((struct headname
```

```

*)(void *)((elm)->field.tqe_prev)->tqh_last))
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
     (var) != TAILQ_END(head); \
     (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
     (var) != TAILQ_END(head) && \
     ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
     (var) != TAILQ_END(head); \
     (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
     (var) != TAILQ_END(head) && \
     ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
elm, field) \
if ((head)->tqh_first && \
     (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
     (elm)->field.tqe_next->field.tqe_prev != \
     &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
    QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \

```

```

if ((elm)->field.tqe_next == NULL && \
    (head)->tqh_last != &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d",\
        (head), (elm), __FILE__,
        __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (!*CONSTCOND*0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head))\
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (!*CONSTCOND*0)

#define TAILQ_INSERT_TAIL(head, \
    elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (!*CONSTCOND*0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \

```

```

(head)->tqh_last = &(elm)->field.tqe_next; \
(listelm)->field.tqe_next = (elm); \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
    = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
    (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
    *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

```

```

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type)    \
struct name {                      \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
    { NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type)    \
struct {                       \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \

```

```

(head)->stqh_last = &(elm)->field.stqe_next; \
(listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
== NULL) \
(head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
if ((head)->stqh_first == (elm)) { \
STAILQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->stqh_first; \
while (curelm->field.stqe_next != (elm)) \
curelm = curelm->field.stqe_next; \
if ((curelm->field.stqe_next = \
curelm->field.stqe_next->field.stqe_next) == NULL) \
(head)->stqh_last = &(curelm)->field.stqe_next; \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->stqh_first); \
(var); \
(var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = STAILQ_FIRST((head)); \
(var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
(var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
if (!STAILQ_EMPTY((head2))) { \
*(head1)->stqh_last \
= (head2)->stqh_first; \
(head1)->stqh_last = (head2)->stqh_last; \
STAILQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
NULL : \
((struct type *) (void *) \
((char *) ((head)->stqh_last) - offsetof(struct type, field))))

```

```

#ifndef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \

```

```

if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
    QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
        (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
    struct name { \
        struct type *cqh_first; /* \
        first element */ \
        struct type *cqh_last; /* last element */ \
    }

#define CIRCLEQ_HEAD_INITIALIZER(head) \
    { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
    struct { \
        struct type *cqe_next; /* next element */ \
        struct type *cqe_prev; /* previous element */ \
    }

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \

```



```

QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
(elm)->field.cqe_next = (listelm)->field.cqe_next; \
(elm)->field.cqe_prev = (listelm); \
if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
(head)->cqh_last = (elm); \
else \
(listelm)->field.cqe_next->field.cqe_prev = (elm); \
(listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_BEFORE(head,
listelm, elm, field) do { \
QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
(elm)->field.cqe_next = (listelm); \
(elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
(head)->cqh_first = (elm); \
else \
(listelm)->field.cqe_prev->field.cqe_next = (elm); \
(listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
(elm)->field.cqe_next = (head)->cqh_first; \
(elm)->field.cqe_prev = CIRCLEQ_END(head); \
if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
(head)->cqh_last = (elm); \
else \
(head)->cqh_first->field.cqe_prev = (elm); \
(head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
(elm)->field.cqe_next
= CIRCLEQ_END(head); \
(elm)->field.cqe_prev = (head)->cqh_last; \
if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
(head)->cqh_first = (elm); \
else \
(head)->cqh_last->field.cqe_next = (elm); \
(head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \

```

```

QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
    (head)->cqh_last = (elm)->field.cqe_prev; \
else \
    (elm)->field.cqe_next->field.cqe_prev = \
        (elm)->field.cqe_prev; \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
    (head)->cqh_first = (elm)->field.cqe_next; \
else \
    (elm)->field.cqe_prev->field.cqe_next = \
        (elm)->field.cqe_next; \
QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) \
    = ((var)->field.cqe_next))

```

```

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
    (var) != CIRCLEQ_ENDC(head); \
    (var) = ((var)->field.cqe_prev))

```

/*

* Circular queue access methods.

*/

```

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void*)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

```

```

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
(((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_first) \
 : (elm)->field.cqe_next)
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
(((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
 ? ((head)->cqh_last) \
 :

```

```

(elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"

```

```

subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

```

/* Modified by Void Linux. */
/*
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 * THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */

#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
    ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
     (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 */

```

- * A splay tree is a self-organizing data structure. Every operation
- * on the tree causes a splay to happen. The splay moves the requested
- * node to the root of the tree and partly rebalances it.
- *
- * This has the benefit that request locality causes faster lookups as
- * the requested nodes move to the top of the tree. On the other hand,
- * every lookup causes memory writes.
- *
- * The Balance Theorem bounds the total access time for m operations
- * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
- * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
- *
- * A red-black tree is a binary search tree with the node color as an
- * extra attribute. It fulfills a set of conditions:
- * - every search path from the root to a leaf consists of the
- * same number of black nodes,
- * - each red node (except for the root) has a black parent,
- * - each leaf node is black.
- *
- * Every operation on a red-black tree is bounded as $O(\lg n)$.
- * The maximum height of a red-black tree is $2\lg(n+1)$.
- */

```
#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
```

```
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)
```

/* Generates prototypes and inline functions */

```
#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
}
```

```

if ((cmp)(elm, (head)->sph_root) == 0) \
    return (head->sph_root); \
return (NULL); \
} \
\
static __inline __sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \

```



```

        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
} \
(head)->sph_root = (elm); \
return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct \
    name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            }

```

```

    } \
    SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if ((cmp)(elm, __tmp) > 0){ \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL; \
    __left = __right = &__node; \
    \
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            }

```

```

    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

```

```

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
    != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    }

```

```

} \
RB_AUGMENT(elm); \
if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
    if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
        RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
    else \
        RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
    (head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \

```

```

    RB_COLOR(parent, field) == RB_RED) { \
gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
    tmp = RB_RIGHT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field);\
        elm = gparent; \
        continue; \
    } \
    if (RB_RIGHT(parent, field) == elm) { \
        RB_ROTATE_LEFT(head, parent, tmp, field);\
        tmp = parent; \
        parent = elm; \
        elm = tmp; \
    } \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
    tmp = RB_LEFT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field);\
        elm = gparent; \
        continue; \
    } \
    if (RB_LEFT(parent, field) == elm)
{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \

```

```

if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    tmp = RB_RIGHT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
        struct type *oleft; \
        if ((oleft = RB_LEFT(tmp, field)) \
            != NULL) \
            RB_COLOR(oleft, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_RIGHT(head, tmp, oleft, field);\
        tmp = RB_RIGHT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field)) \
        RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field); \
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \

```

```

if (RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright; \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL) \
        RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_RIGHT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \

```



```

    RB_RIGHT(parent, field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
    parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
    left = parent; \
    do { \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \

```

```
name##_RB_INSERT(struct name *head, struct type *elm) \
```

```
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head, \
    elm); \
    return (NULL); \
}
```

```
 \
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
```

```
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
 \
```

```

/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \

```

```

if (RB_LEFT(elm, field)) { \
    elm = RB_LEFT(elm, field); \
    while (RB_RIGHT(elm, field)) \
        elm = RB_RIGHT(elm, field); \
}
else { \
    if (RB_PARENT(elm, field) && \
        (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else { \
        while (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, \
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \

```

```

for ((x) = RB_MIN(name, head); \
    (x) != NULL; \
    (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
    (x) != NULL; \
    (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
buildid="$srcdir/$_pkgreal-$pkgver"

```

```

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
(The MIT License)

```

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Contributor: Dhruvin Gandhi <contact@dhruvin.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

```

pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.458 nghttp3 1.13.1-r0

1.458.1 Available under license :

The MIT License

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1.459 alpine-baselayout 3.7.1-r8

1.459.1 Available under license :

```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/_pkgreal-$pkgver.tar.gz"

_buildddir="$srcdir/_pkgreal-$pkgver"

prepare() {
    cd "$_buildddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}'`
    PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}
```



```

build() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
    make && make test
}

package() {
    cd "$_builddir"
    make
    DESTDIR="$pkgdir" install || return 1
    find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35 Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-$pkgver.tar.bz2"
"

_buildddir="$srcdir"/libart-lgpl-$pkgver

prepare() {
    cd "$_builddir"
    update_config_sub || return 1
}

build() {
    cd "$_builddir"
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        || return 1
    make || return 1
}

package() {
    cd "$_builddir"
    make DESTDIR="$pkgdir" install || return 1
}

```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"

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```
# Automatically generated by apkbuidl-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
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pkgname=perl-bud-resource
_pkgreal=BUD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BUD process resource limit functions"
url="http://search.cpan.org/dist/BUD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=" "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/$_pkgreal-$pkgver.tar.gz"

_buildddir="$srcdir/$_pkgreal-$pkgver"
```

```

prepare() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
    PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
    cd "$_builddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
    make && make test || return 1
}

package() {
    cd "$_builddir"
    make DESTDIR="$pkgdir" install || return 1
    find "$pkgdir"
    \ ( -name perllocal.pod -o -name .packlist ) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright

_pkgname=flake8-copyright

pkgver=0.2.0

pkgrel=1

pkgdesc="Extension for flake8 which checks for copyrights"

url="https://github.com/savoirfairelinux/flake8-copyright"

arch="noarch"

license="MIT"

depends="flake8"

makedepends="python3-dev"

source="https://files.pythonhosted.org/packages/source/\${_pkgname:0:1}/\${_pkgname}/\${_pkgname}-\${pkgver}.tar.gz"

builddir="\$srcdir"/\${_pkgname}-\${pkgver}

```
build() {  
    cd "$builddir"  
    python3 setup.py build || return 1  
}
```

```
package() {  
    cd "$builddir"  
    python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1  
}
```

md5sums="c6348990c6d74933bf5d5f6a55a14bdf flake8-copyright-0.2.0.tar.gz"

sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73 flake8-copyright-0.2.0.tar.gz"

sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e"

2417b586e543bfba12abce256b2023c8c4993eeb90
flake8-copyright-0.2.0.tar.gz"
mini_sendmail - accept email on behalf of real sendmail

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1.460 ncurses 6.5_p20251123-r0

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Upstream-Name: ncurses
Upstream-Contact: Thomas E. Dickey <dickey@invisible-island.net>
Source: <https://invisible-island.net/ncurses/ncurses.html>

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Files: doc/html/NCURSES-Programming-HOWTO.html

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Files: misc/ncu2openbsd
ncurses/wcwidth.h

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Files: ncurses/tinfo/read_termcap.c
progs/tset.c

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Upstream-Name: AdaCurses

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Source: <https://invisible-island.net/ncurses/Ada95.html>

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-- vile:txtmode fc=72

-- \$Id: COPYING,v 1.14 2025/01/04 10:53:46 tom Exp \$

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Upstream-Name: ncurses-examples

Upstream-Contact: Thomas E. Dickey <dickey@invisible-island.net>

Source: <https://invisible-island.net/ncurses/ncurses-examples.html>

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Files: aclocal.m4 package

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Files: terminal.xbm

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Comment: vile: txtmode file-encoding=utf-8

1.461 libunistring 1.4.1-r0

1.461.1 Available under license :

/* Extract the last component (base name) of a file name.

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```
#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H
```

```
/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif
```

```
#include <stddef.h>
```

```
#ifndef
```

```
DOUBLE_SLASH_IS_DISTINCT_ROOT
```

```
# define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
```

```
#endif
```

```
#ifdef __cplusplus
```

```
extern "C" {
```

```
#endif
```

```
/* Return the address of the last file name component of FILENAME.
```

If FILENAME has some trailing slash(es), they are considered to be part of the last component.

If FILENAME has no relative file name components because it is a file system root, return the empty string.

Examples:

FILENAME	RESULT

"foo.c"	"foo.c"

"foo/bar.c"	"bar.c"

"/foo/bar.c"	"bar.c"

"foo/bar/"	"bar/"

"foo/bar/"	"bar/"

"/"	""

"//"	""

""	""

The return value is a tail of the given FILENAME; do NOT free() it! */

```
/* This function was traditionally called 'basename', but we avoid this function name because
```

* Various platforms have different functions in their libc.

In particular, the glibc basename(),

defined in <string.h>, does

not consider trailing slashes to be part of the component:

FILENAME	RESULT

"foo/bar/"	""

"foo/bar/"	""

* The 'basename' command eliminates trailing slashes and for a root produces a non-empty result:

FILENAME	RESULT

"foo/bar/"	"bar"

"foo/bar/"	"bar"

"/"	"/"

"//"	"/"

```
*/
```

```
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;
```

```
/* Return the length of the basename FILENAME.  
Typically FILENAME is the value returned by base_name or last_component.  
Act like strlen (FILENAME), except omit all trailing slashes. */  
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;
```

```
#ifdef __cplusplus  
} /* extern "C" */  
#endif
```

```
#endif /* _BASENAME_LGPL_H */  
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Version 3, 29 June 2007
```

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Version 3, 29 June 2007

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1.462 pam 1.7.1-r1

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1.463 sqlite 3.51.1-r0

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- > ./configure && make

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Non-public-domain

code included in this repository includes:

- * The ["autosetup"](<http://msteveb.github.io/autosetup/>) configuration system that is contained (mostly) in the autosetup/ directory, but also includes the "./configure" script at the top-level of this archive. Autosetup has a separate BSD-style license. See the [autosetup/LICENSE](<http://msteveb.github.io/autosetup/license/>) for details.
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```
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```

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autosetup - A build environment "autoconfigurator"

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1.464 spring-jms 6.2.14

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```
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/InvalidClientIDException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/InvalidDestinationException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/InvalidSelectorException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/JmsException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/JmsSecurityException.java/*  
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jar/org/springframework/jms/MessageEOFException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/MessageFormatException.java/*  
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jar/org/springframework/jms/MessageNotReadableException.java/*  
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jar/org/springframework/jms/TransactionInProgressException.java/*  
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jar/org/springframework/jms/TransactionRolledBackException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/UncategorizedJmsException.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/annotation/EnableJms.java/*  
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-  
jar/org/springframework/jms/annotation/JmsBootstrapConfiguration.java/*
```

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/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/annotation/JmsListenerAnnotationBeanPostProcessor.java/*

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/annotation/JmsListenerConfigurer.java/*

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/annotation/JmsListeners.java/*

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/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/config/JmsListenerEndpointRegistry.java/*

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/config/JmsNamespaceHandler.java/*

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/config/MethodJmsListenerEndpoint.java/*

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/config/SimpleJmsListenerContainerFactory.java/*

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/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/AbstractMessageListenerContainer.java/*

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/AbstractPollingMessageListenerContainer.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/DefaultMessageListenerContainer.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/LocallyExposedJmsResourceHolder.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/MessageListenerContainer.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/SessionAwareMessageListener.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/SimpleMessageListenerContainer.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/SubscriptionNameProvider.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/adapters/AbstractAdaptableMessageListener.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/adapters/JmsResponse.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/adapters/ListenerExecutionFailedException.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/adapters/MessageListenerAdapter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/adapters/MessagingMessageListenerAdapter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/adapters/ReplyFailureException.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/endpoint/DefaultJmsActivationSpecFactory.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/endpoint/JmsActivationSpecConfig.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/endpoint/JmsActivationSpecFactory.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/endpoint/JmsMessageEndpointFactory.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/endpoint/JmsMessageEndpointManager.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/listener/endpoint/StandardJmsActivationSpecFactory.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/JmsAccessor.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/JmsHeaderMapper.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/JmsHeaders.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/JmsMessageHeaderAccessor.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-jar/org/springframework/jms/support/JmsUtils.java/*

```

/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/QosSettings.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/SimpleJmsHeaderMapper.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MappingJackson2MessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MarshallingMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessageConversionException.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessageType.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/MessagingMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/SimpleMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/converter/SmartMessageConverter.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/BeanFactoryDestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/CachingDestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/DestinationResolutionException.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/DestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/DynamicDestinationResolver.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/JmsDestinationAccessor.java/*
/opt/cola/permits/2785410897_1765193537.2328267/0/spring-jms-6-2-14-sources-
jar/org/springframework/jms/support/destination/JndiDestinationResolver.java/*

```

Found

in path(s):

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Found in path(s):

- * /spring-jms-6-2-14-sources-jar/org/springframework/jms/IllegalStateException.java

1.465 golang 1.25.5

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```
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```

```
package copyright
```

```
import (
    "bytes"
    "internal/testenv"
    "io"
    "io/fs"
    "os"
    "path/filepath"
    "testing"
)
```

```
var copyright = []byte("Copyright")
```

```
var permitted = [][]byte{
    []byte("// Code generated by "),
    []byte("// Code generated from "),
    []byte("// Created by cgo -cdefs"),
    []byte("// DO NOT EDIT\n// generated by:"),
    []byte("// Empty assembly file"),
    []byte("// Generated using cgo"),
    []byte("// Original source:\n/\thttp://www.zorinaq.com/papers/md5-amd64.html"), // public domain crypto/md5
    []byte("// created by cgo -cdefs"),
    []byte("// go run mkasm.go"),
    []byte("// mkerrors"),
    []byte("// mksys"),
    []byte("// run\n// Code generated by"), // cmd/compile/internal/test/constFold_test.go
}
```

```

func TestCopyright(t *testing.T) {
    buf := make([]byte, 2048)
    filepath.WalkDir(filepath.Join(testenv.GOROOT(t), "src"), func(path string,
    d fs.DirEntry, err error) error {
        if d.IsDir() && (d.Name() == "testdata" || d.Name() == "vendor") {
            return filepath.SkipDir
        }
        switch filepath.Ext(d.Name()) {
        default:
            return nil
        case ".s", ".go":
            // check
        }

        f, err := os.Open(path)
        if err != nil {
            t.Error(err)
            return nil
        }
        defer f.Close()
        n, err := f.Read(buf)
        if err != nil && err != io.EOF {
            t.Error(err)
            return nil
        }
        b := buf[:n]
        if bytes.Contains(b, copyright) {
            return nil
        }
        for _, ok := range permitted {
            if bytes.HasPrefix(b, ok) {
                return nil
            }
        }
        t.Errorf("%s: missing copyright notice", path)
        return nil
    })
}

```

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27287880

27287883

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1.466 apk-tools 3.0.1-r1

1.466.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
```

```

d4706fbe0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuid-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuid-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1

```

```

pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"

```

```

install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
# some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

prepare() {

```

update_config_sub
default_prepare
}

build() {
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr
make
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
bulddir="$srcdir"
options="!check" # just headers

package() {
mkdir -p "$pkgdir"
install -Dm644 -t "$pkgdir"/usr/include/sys \
cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:
"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>
/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

/*

* This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.

*

* A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.

*

* A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
 * head of the list. New elements can be added to the list after
 * an existing element, at the head of the list, or at the end of the
 * list. A simple queue may only be traversed in the forward direction.

*

```

* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
* can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QUEUEDEBUG)
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

```

```

#define SLIST_HEAD_INITIALIZER(head)  \
{ NULL }

#define SLIST_ENTRY(type)  \
struct {  \
    struct type *sle_next; /* next element */  \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field)  \
for((var) = (head)->slh_first;  \
    (var) != SLIST_END(head);  \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar)  \
for ((var) = SLIST_FIRST((head));  \
    (var) != SLIST_END(head) &&  \
    ((tvar) = SLIST_NEXT((var), field), 1);  \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do {  \
    (head)->slh_first = SLIST_END(head);  \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do {  \
    (elm)->field.sle_next = (slistelm)->field.sle_next;  \
    (slistelm)->field.sle_next  \
    = (elm);  \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do {  \
    (elm)->field.sle_next = (head)->slh_first;  \
    (head)->slh_first = (elm);  \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do {  \
    (slistelm)->field.sle_next =  \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field);  \
} while (/*CONSTCOND*/0)

```

```

} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
     (var) != LIST_END(head); \

```

```

(var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#ifdef QUEUEDEBDEBUG
#define QUEUEDEBDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBDEBUG_LIST_OP(elm, field)
#define QUEUEDEBDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

```



```

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
        = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
* Simple queue definitions.

```

```

*/
#define SIMPLEQ_HEAD(name, type)  \
struct name {  \
    struct  \
    type *sqh_first; /* first element */  \
    struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)  \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)  \
struct {  \
    struct type *sqe_next; /* next element */  \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)  \
for ((var) = ((head)->sqh_first);  \
     (var) != SIMPLEQ_END(head);  \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)  \
for ((var) = ((head)->sqh_first);  \
     (var) != SIMPLEQ_END(head) &&  \
     ((next = ((var)->field.sqe_next)), 1);  \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do {  \
    (head)->sqh_first = NULL;  \
    (head)->sqh_last  \
    = &(head)->sqh_first;  \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do {  \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL)  \
        (head)->sqh_last = &(elm)->field.sqe_next;  \
    (head)->sqh_first = (elm);  \
}

```

```

} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
        (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
         == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \

```

```

(SIMPLEQ_EMPTY((head)) ? \
NULL : \
    ((struct type
*)(void *) \
    ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *)) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *)) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \

```

```

((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
        &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)

```

```

#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
    (head)->tqh_first->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
    elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
    (elm)->field.tqe_next->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev

```

```

= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
    (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
    *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

```

```

#define STAILQ_ENTRY(type)    \
struct {                      \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \

```



```

if ((head)->stqh_first == (elm)) { \
    STAILQ_REMOVE_HEAD((head), field); \
} else { \
    struct type *curelm = (head)->stqh_first; \
    while (curelm->field.stqe_next != (elm)) \
        curelm = curelm->field.stqe_next; \
    if ((curelm->field.stqe_next = \
        curelm->field.stqe_next->field.stqe_next) == NULL) \
        (head)->stqh_last = &(curelm->field.stqe_next); \
} \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
    (STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.

```

* We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */

```
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_first != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
```

```

        (elm), __FILE__, __LINE__); \
    }
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
    first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
    { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,

```

```

listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
} while (/*CONSTCOND*/0)

```

```

QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->cqh_first); \
     (var) != CIRCLEQ_ENDC(head); \
     (var) \
     = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
for ((var) = ((head)->cqh_last); \
     (var) != CIRCLEQ_ENDC(head); \
     (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifdef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

```

```

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

```

```
package() {  
  gpep517 install-wheel --destdir "$pkgdir" \  
    .dist/*.whl  
}
```

```
sha512sums="  
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237  
b316bd503ae7dceed6ca284ccd5a74d  
  flake8-copyright-0.2.4.tar.gz  
"
```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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- */

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
* This file defines data structures for different types of trees:
* splay trees and red-black trees.
*
* A splay tree is a self-organizing
data structure. Every operation
* on the tree causes a splay to happen. The splay moves the requested
* node to the root of the tree and partly rebalances it.
*
* This has the benefit that request locality causes faster lookups as
* the requested nodes move to the top of the tree. On the other hand,
* every lookup causes memory writes.
*
* The Balance Theorem bounds the total access time for m operations
* and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
* amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
```



```

*
* A red-black tree is a binary search tree with the node color as an
* extra attribute. It fulfills a set of conditions:
* - every search path from the root to a leaf consists of the
*   same number of black nodes,
* - each red node (except for the root) has a black parent,
* - each leaf node is black.
*
* Every operation on a red-black tree is bounded as  $O(\lg n)$ .
* The maximum height of a red-black tree is  $2\lg(n+1)$ .
*/

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

```

```

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \

```

```

    elm = SPLAY_LEFT(elm, field); \
} \
}
else \
    elm = NULL; \
return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \

```

```

if (SPLAY_EMPTY(head)) \
    return (NULL); \
name##_SPLAY(head, elm); \
if ((cmp)(elm, (head)->sph_root) == 0) { \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
        (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
    } else { \
        __tmp = SPLAY_RIGHT((head)->sph_root, field); \
        (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
        name##_SPLAY(head, elm); \
        SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
    } \
    return (elm); \
} \
return (NULL); \
} \
\
void \
name##_SPLAY(struct
    name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) > 0){ \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKRIGHT(head, __left, field); \
        } \
    } \
}

```

```

    } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
\
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
\
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            } \
            SPLAY_LINKRIGHT(head, __left, field); \
        } \
    } \
    SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)

```

```

#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

```

```

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
    != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
}

```

```

if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
            } \
            if (RB_RIGHT(parent, field) == elm) { \
                \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
            } \
        } \
    } \

```



```

    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field); \
RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
    tmp = RB_LEFT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field); \
        elm = gparent; \
        continue; \
    } \
    if (RB_LEFT(parent, field) == elm)
{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field); \
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \

```

```

parent = RB_PARENT(elm, field); \
} else { \
if (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
    struct type *oleft; \
    if ((oleft = RB_LEFT(tmp, field)) \
        != NULL) \
        RB_COLOR(oleft, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
    tmp = RB_RIGHT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_RIGHT(tmp, field)) \
    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_LEFT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} else { \
tmp = RB_LEFT(parent, field); \
if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp \
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
if (RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
    struct type *oright; \
    if ((oright = RB_RIGHT(tmp, field)) \
        != NULL) \
        RB_COLOR(oright, field) = RB_BLACK;\
    RB_COLOR(tmp, field) = RB_RED; \
    RB_ROTATE_LEFT(head, tmp, oright, field);\
    tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \

```

```

    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
    = child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \
    if (RB_PARENT(old, field)) { \
        if (RB_LEFT(RB_PARENT(old, field), field) == old)\
            RB_LEFT(RB_PARENT(old, field), field) = elm;\
        else \

```

```

    RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
    RB_PARENT(RB_LEFT(old, field), field) = elm; \
    if (RB_RIGHT(old, field)) \
        RB_PARENT(RB_RIGHT(old, field), field) = elm; \
    if (parent) { \
        left = parent; \
        do { \
            RB_AUGMENT(left); \
        } while ((left = RB_PARENT(left, field)) != NULL); \
    } \
    goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \

```

```

    tmp = RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
RB_SET(elm, parent, field); \
if (parent != NULL) { \
    if (comp < 0) \
        RB_LEFT(parent, field) = elm; \
    else \
        RB_RIGHT(parent, field) = elm; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = elm; \
name##_RB_INSERT_COLOR(head, \
elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
    } \
    return (res); \
} \

```

```

    } \
    else if (comp > 0) \
        tmp =
RB_RIGHT(tmp, field); \
    else \
        return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_LEFT(RB_PARENT(elm, field), field))) \

```

```

    elm = RB_PARENT(elm, field); \
    elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, \
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \

```

```

(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
    (x) != NULL; \
    (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

```



```
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```
sha512sums="  
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d  
9c959e69eace2169c6ed1cffe5277e4  
    Software-License-0.104007.tar.gz  
"
```

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Contributor: Dhruvin Gandhi <contact@dhruvin.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

subpackages="\$pkgname-pyc"

```

source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="${srcdir}/${_pkgname}-${pkgver}"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.467 alpine-base 3.23.0-r0

1.467.1 Available under license :

```

# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-${pkgver}.tar.gz::https://github.com/spdx/license-list-data/archive/v${pkgver}.tar.gz"
builddir="${srcdir}/license-list-data-${pkgver}"
subpackages="${pkgname}-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"

```

```

done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

build() {

```

```

export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
make test
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
default_prepare

cargo fetch --target="$CTARGET" --locked
}

build() {
cargo auditable build --release --frozen
}

check() {
cargo test --frozen
}

package() {

```

```

install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
    --build=$CBUILD \
    --host=$CHOST \
    --prefix=/usr \
    --sysconfdir=/etc \
    --mandir=/usr/share/man \
    --sourcedir=/usr/share/$pkgname
    make
}

package() {
    make DESTDIR="$pkgdir" install
}

```

```
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}
```

sha512sums="

aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294

bsd-games-3.3.tar.gz

e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

Contributor: Patrycja Rosa <alpine@ptrcnull.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

pkgver=0.7.2

```

pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

#ifndef _SYS_QUEUE_H_

#define _SYS_QUEUE_H_

/*

* This file defines five types of data structures: singly-linked lists,

* lists, simple queues, tail queues, and circular queues.

*

- * A singly-linked list is headed by a single forward pointer. The
- * elements are singly linked for minimum space and
- pointer manipulation
- * overhead at the expense of $O(n)$ removal for arbitrary elements. New
- * elements can be added to the list after an existing element or at the
- * head of the list. Elements being removed from the head of the list
- * should use the explicit macro for this purpose for optimum
- * efficiency. A singly-linked list may only be traversed in the forward
- * direction. Singly-linked lists are ideal for applications with large
- * datasets and few or no removals or for implementing a LIFO queue.
- *
- * A list is headed by a single forward pointer (or an array of forward
- * pointers for a hash table header). The elements are doubly linked
- * so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before
- * or after an existing element or at the head of the list. A list
- * may only be traversed in the forward direction.
- *
- * A simple queue is headed by a pair of pointers, one the head of the
- * list and the
- other to the tail of the list. The elements are singly
- * linked to save space, so elements can only be removed from the
- * head of the list. New elements can be added to the list after
- * an existing element, at the head of the list, or at the end of the
- * list. A simple queue may only be traversed in the forward direction.
- *
- * A tail queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before or
- * after an existing element, at the head of the list, or at the end of
- * the list. A tail queue may be traversed in either direction.
- *
- * A circle queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */
- /*
- * Include the definition of NULL only on NetBSD because sys/null.h
- * is not available elsewhere. This conditional makes the header

```

* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QEUEDEBUG)
# if defined(_KERNEL)
#  define QEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \

```

```

for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
* List definitions.

```

```

*/
#define LIST_HEAD(name, type)  \
struct name {  \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head)  \
{ NULL }

#define LIST_ENTRY(type)  \
struct {  \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)  \
for ((var) = ((head)->lh_first);  \
     (var) != LIST_END(head);  \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)  \
for ((var) = LIST_FIRST((head));  \
     (var) != LIST_END(head) &&  \
     ((tvar) = LIST_NEXT((var), field), 1);  \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {  \
    LIST_INIT((head2));  \
    if (!LIST_EMPTY((head1)))  \
    {  \
        (head2)->lh_first = (head1)->lh_first;  \
        LIST_INIT((head1));  \
    }  \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#ifdef QUEUEDEBBUG
#define QUEUEDEBBUG_LIST_INSERT_HEAD(head, elm, field)  \

```

```

if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next

```

```

= (head)->lh_first) != LIST_END(head))\
(head)->lh_first->field.le_prev = &(elm)->field.le_next;\
(head)->lh_first = (elm); \
(elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))

```

```

#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head); \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head) && \
    ((next = ((var)->field.sqe_next)), 1); \
    (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if

```



```

(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL) \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \
*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
qual type *tqh_first; /* first element */ \
qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \

```

```

qual type *tqe_next; /* next element */ \
qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head); \
        (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head) && \
        ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head); \
        (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head) && \
        ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \

```

```

    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
            &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,

```

```

elm, field) do { \
QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
(elm)->field.tqe_next = TAILQ_END(head); \
(elm)->field.tqe_prev = (head)->tqh_last; \
*(head)->tqh_last = (elm); \
(head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
&(elm)->field.tqe_next; \
else \
(head)->tqh_last = &(elm)->field.tqe_next; \
(listelm)->field.tqe_next = (elm); \
(elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
QUEUEDEBUG_TAILQ_OP((listelm), field) \
(elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
(elm)->field.tqe_next = (listelm); \
*(listelm)->field.tqe_prev = (elm); \
(listelm)->field.tqe_prev \
= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
QUEUEDEBUG_TAILQ_OP((elm), field) \
if (((elm)->field.tqe_next) != TAILQ_END(head)) \
(elm)->field.tqe_next->field.tqe_prev = \
(elm)->field.tqe_prev; \
else \
(head)->tqh_last = (elm)->field.tqe_prev; \
*(elm)->field.tqe_prev = (elm)->field.tqe_next; \
QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
TAILQ_END(head)) \
(elm2)->field.tqe_next->field.tqe_prev = \
&(elm2)->field.tqe_next; \
else \
(head)->tqh_last = &(elm2)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

```

```

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#ifdef QUEUEDEBBUG
#define QUEUEDEBBUG_CIRCLEQ_HEAD(head, field) \

```

```

if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
    first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \

```



```

struct {
    \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */

#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */

```

```

#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

```

```

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=${pkgver}-r${pkgrel}" # Backwards compatibility

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gp517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*/

#ifndef _SYS_TREE_H_

#define _SYS_TREE_H_

#ifdef __GNUC__

#define __GNUC_PREREQ__(x, y) \

((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

(__GNUC__ > (x)))

```

#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \

```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)    \
struct {                    \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \

```



```

if (SPLAY_EMPTY(head)) { \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
    int __comp; \
    name##_SPLAY(head, elm); \
    __comp = (cmp)(elm, (head)->sph_root); \
    if(__comp < 0) { \
        SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
        SPLAY_RIGHT(elm, field) = (head)->sph_root; \
        SPLAY_LEFT((head)->sph_root, field) = NULL; \
    } else if (__comp > 0) { \
        SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
        SPLAY_LEFT(elm, field) = (head)->sph_root; \
        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \

```

```

int __comp;    \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node;    \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
    if (__comp < 0) { \
        __tmp = SPLAY_LEFT((head)->sph_root, field);\
        if (__tmp == NULL) \
            break; \
        if ((cmp)(elm, __tmp) < 0){ \
            SPLAY_ROTATE_RIGHT(head, __tmp, field);\
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                break; \
        } \
        SPLAY_LINKLEFT(head, __right, field); \
    } else if (__comp > 0) { \
        __tmp = SPLAY_RIGHT((head)->sph_root, field);\
        if (__tmp == NULL) \
            break; \
        if ((cmp)(elm, __tmp) > 0){ \
            SPLAY_ROTATE_LEFT(head, __tmp, field);\
            if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                break; \
        } \
        SPLAY_LINKRIGHT(head, __left, field); \
    } \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node;    \
    \
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \

```

```

    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if (__comp > 0) { \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

```

```

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } \
} while (/*CONSTCOND*/ 0)

```

```

} else \
    (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
    type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

```

```

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                if (RB_RIGHT(parent, field) == elm) { \
                    RB_ROTATE_LEFT(head, parent, tmp, field);\
                    tmp = parent; \
                    parent = elm; \
                    elm = tmp; \
                } \
                RB_SET_BLACKRED(parent, gparent, field); \
                RB_ROTATE_RIGHT(head, gparent, tmp, field); \
            } else { \
                tmp = RB_LEFT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                if (RB_LEFT(parent, field) == elm) \
            { \
                RB_ROTATE_RIGHT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \

```

```

    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) { \
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) { \
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK; \
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field); \
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                elm = RB_ROOT(head); \
                break; \
            } \
        } else { \
            tmp = RB_LEFT(parent, field); \

```

```

if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
        struct type *oright; \
        if ((oright = RB_RIGHT(tmp, field)) \
            != NULL) \
            RB_COLOR(oright, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_LEFT(head, tmp, oright, field);\
        tmp = RB_LEFT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \

```



```

else {
    struct type *left;
    elm = RB_RIGHT(elm, field);
    while ((left = RB_LEFT(elm, field)) != NULL)
        elm = left;
    child = RB_RIGHT(elm, field);
    parent = RB_PARENT(elm, field);
    color = RB_COLOR(elm, field);
    if (child)
        RB_PARENT(child, field) = parent;
    if (parent) {
        if (RB_LEFT(parent, field) == elm)
            RB_LEFT(parent, field) = child;
        else
            RB_RIGHT(parent, field) = child;
        RB_AUGMENT(parent);
    } else
        RB_ROOT(head)
= child;
    if (RB_PARENT(elm, field) == old)
        parent = elm;
    (elm)->field = (old)->field;
    if (RB_PARENT(old, field)) {
        if (RB_LEFT(RB_PARENT(old, field), field) == old)
            RB_LEFT(RB_PARENT(old, field), field) = elm;
        else
            RB_RIGHT(RB_PARENT(old, field), field) = elm;
        RB_AUGMENT(RB_PARENT(old, field));
    } else
        RB_ROOT(head) = elm;
    RB_PARENT(RB_LEFT(old, field), field) = elm;
    if (RB_RIGHT(old, field))
        RB_PARENT(RB_RIGHT(old, field), field) = elm;
    if (parent) {
        left = parent;
        do {
            RB_AUGMENT(left);
        } while ((left = RB_PARENT(left, field)) != NULL);
    }
    goto color;
}
parent = RB_PARENT(elm, field);
color = RB_COLOR(elm, field);
if (child)
    RB_PARENT(child, field) = parent;
if (parent) {
    if (RB_LEFT(parent, field) == elm)
        RB_LEFT(parent, field) = child;

```

```

else    \
    RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else    \
    RB_ROOT(head) = child; \
color:    \
if (color == RB_BLACK)    \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old);    \
}    \
    \
/* Inserts a node into the RB tree */ \
attr struct type *    \
name##_RB_INSERT(struct name *head, struct type *elm) \
{    \
    struct type *tmp;    \
    struct type *parent = NULL; \
    int comp = 0;    \
    tmp = RB_ROOT(head);    \
    while (tmp) {    \
        parent = tmp;    \
        comp = (cmp)(elm, parent); \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field); \
        else    \
            return (tmp); \
    }    \
    RB_SET(elm, parent, field); \
    if (parent != NULL) {    \
        if (comp < 0)    \
            RB_LEFT(parent, field) = elm; \
        else    \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else    \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL);    \
}    \
    \
/* Finds the node with the same key as elm */ \
attr struct type *    \
name##_RB_FIND(struct name *head, struct type *elm) \
{    \

```

```

struct type *tmp = RB_ROOT(head); \
int comp; \
while (tmp) { \
    comp = cmp(elm, tmp); \
    if (comp < 0) \
        tmp = RB_LEFT(tmp, field); \
    else if (comp > 0) \
        tmp = RB_RIGHT(tmp, field); \
    else \
        return (tmp); \
} \
return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
    } \
}

```

```

else {
    while (RB_PARENT(elm, field) &&
        (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
        elm = RB_PARENT(elm, field);
    elm = RB_PARENT(elm, field);
}
return (elm);
}

/* ARGSUSED */
attr struct type *
name##_RB_PREV(struct type *elm)
{
    if (RB_LEFT(elm, field)) {
        elm = RB_LEFT(elm, field);
        while (RB_RIGHT(elm, field))
            elm = RB_RIGHT(elm, field);
    }
    else {
        if (RB_PARENT(elm, field) &&
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field);
        else {
            while (RB_PARENT(elm, field) &&
                (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
                elm = RB_PARENT(elm, field);
            elm = RB_PARENT(elm, field);
        }
    }
    return (elm);
}

attr struct type *
name##_RB_MINMAX(struct name *head, int val)
{
    struct type *tmp = RB_ROOT(head);
    struct type *parent = NULL;
    while (tmp) {
        parent = tmp;
        if (val < 0)
            tmp = RB_LEFT(tmp, field);
        else
            tmp = RB_RIGHT(tmp, field);
    }
    return (parent);
}

```

```

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license

```

```

pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

```

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```
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
buildid="$srcdir/_pkgname-$pkgver"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3"
```

ab36c676e56ec302178d7166588066

license_expression-30.4.4.tar.gz

"

1.468 ca-certificates-bundle 20251003-r0

1.468.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
```



```

}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuidl-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuidl-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
    BSD-Resource-1.2911.tar.gz
"

```

```

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a  cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2

```

```

pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"
options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        --sysconfdir=/etc \
        --mandir=/usr/share/man \
        --scoredir=/usr/share/$pkgname
    make
}

package() {
    make DESTDIR="$pkgdir" install
    install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
    bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

```
builddir="$srcdir"/libart_lgpl-$pkgver
```

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```
sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7  
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
```

```
# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
```

```
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
```

```
pkgname=bsd-compat-headers
```

```
pkgver=0.7.2
```

```
pkgrel=6
```

```
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
```

```
url="https://gitlab.alpinelinux.org/alpine/aports"
```

```
arch="noarch"
```

```
license="BSD-2-Clause AND BSD-3-Clause"
```

```
source="
```

```
    cdefs.h
```

```
    queue.h
```

```
    tree.h
```

```
"
```

```
builddir="$srcdir"
```

```
options="!check" # just headers
```

```
package() {  
    mkdir -p "$pkgdir"  
    install -Dm644 -t "$pkgdir"/usr/include/sys \  
    cdefs.h queue.h tree.h  
}
```

```
sha512sums="
```

```
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
```

```
7006442c3f019b6447a620c0cae73178 cdefs.h
```

```
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
```

11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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- * SUCH DAMAGE.
- *
- * @(#)queue.h 8.5 (Berkeley) 8/20/94
- */

```
#ifndef _SYS_QUEUE_H_
#define _SYS_QUEUE_H_
```

```
/*
 * This file defines five types of data structures: singly-linked lists,
 * lists, simple queues, tail queues, and circular queues.
 *
 * A singly-linked list is headed by a single forward pointer. The
 * elements are singly linked for minimum space and
 * pointer manipulation
 * overhead at the expense of O(n) removal for arbitrary elements. New
 * elements can be added to the list after an existing element or at the
 * head of the list. Elements being removed from the head of the list
 * should use the explicit macro for this purpose for optimum
 * efficiency. A singly-linked list may only be traversed in the forward
 * direction. Singly-linked lists are ideal for applications with large
 * datasets and few or no removals or for implementing a LIFO queue.
 *
 * A list is headed by a single forward pointer (or an array of forward
 * pointers for a hash table header). The elements are doubly linked
 * so that an arbitrary element can be removed without a need to
 * traverse the list. New elements can be added to the list before
 * or after an existing element or at the head of the list. A list
 * may only be traversed in the forward direction.
 *
 * A simple queue is headed by a pair of pointers, one the head of the
 * list and the
 * other to the tail of the list. The elements are singly
 * linked to save space, so elements can only be removed from the
```

```

* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

/*
* Include the definition of NULL only on NetBSD because sys/null.h
* is not available elsewhere. This conditional makes the header
* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QEUEDEBUG)
# if defined(_KERNEL)
#  define QEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \

```



```

struct type *slh_first; /* first
element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

```

```

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
    (var) != LIST_END(head); \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

```

```

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
        = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

```

```

} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type)  \
struct name {  \
    struct  \
    type *sqh_first; /* first element */  \
    struct type **sqh_last; /* addr of last next element */  \
}

#define SIMPLEQ_HEAD_INITIALIZER(head)  \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type)  \
struct {  \
    struct type *sqe_next; /* next element */  \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field)  \
for ((var) = ((head)->sqh_first);  \
     (var) != SIMPLEQ_END(head);  \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next)  \
for ((var) = ((head)->sqh_first);  \
     (var) != SIMPLEQ_END(head) &&  \
     ((next = ((var)->field.sqe_next)), 1);  \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do {  \
    (head)->sqh_first = NULL;  \
    (head)->sqh_last  \
    = &(head)->sqh_first;  \
} while (/*CONSTCOND*/0)

```

```

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
        (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
         == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

```

```

} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
    qual type *tqh_first; /* first element */ \
    qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
(*(((struct headname *) (void *)((head)->tqh_last))->tqh_last))
#define TAILQ_PREV(elm, headname, field) \
(*(((struct headname \
*)(void *)((elm)->field.tqe_prev))->tqh_last))
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head); \
    (var) = ((var)->field.tqe_next))

```

```

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->tqh_first); \
    (var) != TAILQ_END(head) && \
    ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head); \
    (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
for ((var) = TAILQ_LAST((head), headname); \
    (var) != TAILQ_END(head) && \
    ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
        &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;

```



```

#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
    (head)->tqh_first->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head, \
    elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
    (elm)->field.tqe_next->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \

```

```

(elm)->field.tqe_next = (listelm); \
*(listelm)->field.tqe_prev = (elm); \
(listelm)->field.tqe_prev
= &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
    (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
    *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), \
        field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */

#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

```

```

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
}

```

```

} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm->field.stqe_next); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
    (STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *)((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

```

```

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
    if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
        (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
            __FILE__, __LINE__); \
    if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
        (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
        QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_last != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } else { \
        if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    } \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
        if ((head)->cqh_first != (elm)) \
            QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
                (elm), __FILE__, __LINE__); \
    }

```

```

} else { \
if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
    QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
        (elm), __FILE__, __LINE__); \
}

#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
    (elm)->field.cqe_next = (void *)1L; \
    (elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
    first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
    { CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */

#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (0)

```

```

} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head,
listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
} while (/*CONSTCOND*/0)

```

```

else \
    (elm)->field.cqe_prev->field.cqe_next = \
        (elm)->field.cqe_next; \
    QUEUEDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__laundry_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifdef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

```



```

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__((__nothrow__))
# define __NTH(fct) __attribute__((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
buildid="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gp517 build-wheel \

```

```

--wheel-dir .dist \
--output-fd 3 3>&1 >&2
}

package() {
gpep517 install-wheel --destdir "$pkgdir" \
.dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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- */

```
#ifndef _SYS_TREE_H_
#define _SYS_TREE_H_
```

```
#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
 (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif
```

```
#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif
```

```
/*
```

- * This file defines data structures for different types of trees:
- * splay trees and red-black trees.
- *
- * A splay tree is a self-organizing
- data structure. Every operation
- * on the tree causes a splay to happen. The splay moves the requested
- * node to the root of the tree and partly rebalances it.
- *
- * This has the benefit that request locality causes faster lookups as
- * the requested nodes move to the top of the tree. On the other hand,
- * every lookup causes memory writes.
- *

- * The Balance Theorem bounds the total access time for m operations
- * and n inserts on an initially empty tree as $O((m + n)\lg n)$. The
- * amortized cost for a sequence of m accesses to a splay tree is $O(\lg n)$;
- *
- * A red-black tree is a binary search tree with the node color as an
- * extra attribute. It fulfills a set of conditions:
- * - every search path from the root to a leaf consists of the
- * same number of black nodes,
- * - each red node (except for the root) has a black parent,
- * - each leaf node is black.
- *
- * Every operation on a red-black tree is bounded as $O(\lg n)$.
- * The maximum height of a red-black tree is $2\lg(n+1)$.
- */

```
#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}
```

```
#define SPLAY_INITIALIZER(root) \
{ NULL }
```

```
#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}
```

```
#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)
```

```
/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)
```

```
#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root,
```

```

field) = SPLAY_LEFT(tmp, field); \
SPLAY_LEFT(tmp, field) = (head)->sph_root; \
(head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
SPLAY_LEFT(tmp, field) = (head)->sph_root; \
tmp = (head)->sph_root; \
(head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
tmp = (head)->sph_root; \
(head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
if (SPLAY_EMPTY(head)) \
return(NULL); \
name##_SPLAY(head, elm); \
if ((cmp)(elm, (head)->sph_root) == 0) \
return (head->sph_root); \
return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \

```

```

name##_SPLAY(head, elm); \
if (SPLAY_RIGHT(elm, field) != NULL) { \
    elm = SPLAY_RIGHT(elm, field); \
    while (SPLAY_LEFT(elm, field) != NULL) { \
        elm = SPLAY_LEFT(elm, field); \
    } \
} \
else \
    elm = NULL; \
return (elm); \
} \
\
static __sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if (__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field); \
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field); \
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\

```

```

struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct \
    name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
    \
    while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if ((cmp)(elm, __tmp) > 0){ \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \

```

```

    if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
\
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node; \
\
    while (1) { \
        if (__comp < 0) { \
            __tmp = SPLAY_LEFT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp < 0){ \
                SPLAY_ROTATE_RIGHT(head, __tmp, field); \
                if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                    break; \
            } \
            SPLAY_LINKLEFT(head, __right, field); \
        } else if (__comp > 0) { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            if (__tmp == NULL) \
                break; \
            if (__comp > 0) { \
                SPLAY_ROTATE_LEFT(head, __tmp, field); \
                if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
                    break; \
            } \
            SPLAY_LINKRIGHT(head, __left, field); \
        } \
    } \
    SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

```

```

#define SPLAY_NEGINF -1

```



```

#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
    struct { \
        struct type *rbe_left; /* left element */ \
        struct type *rbe_right; /* right element */ \
        struct type *rbe_parent; /* parent element */ \
        int rbe_color; /* node color */ \
    }

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \

```

```

RB_PARENT(elm, field) = parent;  \
RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
RB_COLOR(elm, field) = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {  \
    RB_COLOR(black, field) = RB_BLACK;  \
    RB_COLOR(red, field)
= RB_RED;  \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {  \
    (tmp) = RB_RIGHT(elm, field);  \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    }  \
    RB_AUGMENT(elm);  \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else  \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else  \
        (head)->rbh_root = (tmp);  \
    RB_LEFT(tmp, field) = (elm);  \
    RB_PARENT(elm, field) = (tmp);  \
    RB_AUGMENT(tmp);  \
    if ((RB_PARENT(tmp, field)))  \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {  \
    (tmp) = RB_LEFT(elm, field);  \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))
!= NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    }  \
    RB_AUGMENT(elm);  \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else  \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else  \

```

```

(head)->rbh_root = (tmp); \
RB_RIGHT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);\
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.
 * Moves node close to the key of elm to top
 */
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \

```

```

        continue; \
    } \
    if (RB_RIGHT(parent, field) == elm) { \
        RB_ROTATE_LEFT(head, parent, tmp, field);\
        tmp = parent; \
        parent = elm; \
        elm = tmp; \
    } \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_RIGHT(head, gparent, tmp, field); \
} else { \
    tmp = RB_LEFT(gparent, field); \
    if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
        RB_COLOR(tmp, field) = RB_BLACK; \
        RB_SET_BLACKRED(parent, gparent, field);\
        elm = gparent; \
        continue; \
    } \
    if (RB_LEFT(parent, field) == elm)
{ \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp = parent; \
    parent = elm; \
    elm = tmp; \
} \
    RB_SET_BLACKRED(parent, gparent, field); \
    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \

```

```

        RB_COLOR(RB_RIGHT(tmp,
field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
        struct type *oleft; \
        if ((oleft = RB_LEFT(tmp, field)) \
            != NULL) \
            RB_COLOR(oleft, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_RIGHT(head, tmp, oleft, field);\
        tmp = RB_RIGHT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_RIGHT(tmp, field)) \
        RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_LEFT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field); \
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \
            RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
            struct type *oright; \
            if ((oright = RB_RIGHT(tmp, field)) \
                != NULL) \
                RB_COLOR(oright, field) = RB_BLACK;\
            RB_COLOR(tmp, field) = RB_RED; \
            RB_ROTATE_LEFT(head, tmp, oright, field);\

```

```

    tmp = RB_LEFT(parent, field); \
} \
RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
RB_COLOR(parent, field) = RB_BLACK; \
if (RB_LEFT(tmp, field)) \
    RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
RB_ROTATE_RIGHT(head, parent, tmp, field);\
elm = RB_ROOT(head); \
break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \
        struct type *left; \
        elm = RB_RIGHT(elm, field); \
        while ((left = RB_LEFT(elm, field)) != NULL) \
            elm = left; \
        child = RB_RIGHT(elm, field); \
        parent = RB_PARENT(elm, field); \
        color = RB_COLOR(elm, field); \
        if (child) \
            RB_PARENT(child, field) = parent; \
        if (parent) { \
            if (RB_LEFT(parent, field) == elm) \
                RB_LEFT(parent, field) = child; \
            else \
                RB_RIGHT(parent, field) = child; \
            RB_AUGMENT(parent); \
        } else \
            RB_ROOT(head)
= child; \
    if (RB_PARENT(elm, field) == old) \
        parent = elm; \
    (elm)->field = (old)->field; \

```

```

if (RB_PARENT(old, field)) { \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
    left = parent; \
    do { \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \
    RB_PARENT(child, field) = parent; \
if (parent) { \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else \
        RB_RIGHT(parent, field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \

```

```

comp = (cmp)(elm, parent); \
if (comp < 0) \
    tmp = RB_LEFT(tmp, field); \
else if (comp > 0) \
    tmp = RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
RB_SET(elm, parent, field); \
if (parent != NULL) { \
    if (comp < 0) \
        RB_LEFT(parent, field) = elm; \
    else \
        RB_RIGHT(parent, field) = elm; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = elm; \
name##_RB_INSERT_COLOR(head, \
elm); \
return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \

```



```

comp = cmp(elm, tmp); \
if (comp < 0) { \
    res = tmp; \
    tmp = RB_LEFT(tmp, field); \
} \
else if (comp > 0) \
    tmp =
RB_RIGHT(tmp, field); \
else \
    return (tmp); \
} \
return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \

```

```

    elm = RB_PARENT(elm, field); \
else { \
    while (RB_PARENT(elm, field) && \
        (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
        elm = RB_PARENT(elm, field); \
    elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x, \
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
    (x) != NULL; \
    (x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

```

```

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
    ((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
    (x) != NULL; \
    (x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name, \
head, y) \
for ((x) = RB_MAX(name, head); \
    ((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
    (x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

build() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

```

```
check() {
  export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
  make test
}
```

```
package() {
  make DESTDIR="$pkgdir" install
}
```

```
sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
Software-License-0.104007.tar.gz
"
```

(The MIT License)

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Contributor: Dhruvin Gandhi <contact@dhruvin.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

```

depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir/${_pkgname}-${pkgver}"

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
    license_expression-30.4.4.tar.gz
"

```

1.469 alpine-release 3.23.0-r0

1.469.1 Available under license :

```

# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-${pkgver}.tar.gz::https://github.com/spdx/license-list-data/archive/v${pkgver}.tar.gz"
builddir="$srcdir/license-list-data-${pkgver}"
subpackages="$pkgname-list"

```

```

_types="html json rdfa rdft rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuid-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgrel is used by apkbuid-cpan to find modules at MetaCpan
_pkgrel=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"

```

```
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
```

```
builddir="$srcdir/$_pkgreal-$pkgver"
```

```
build() {  
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
```

```
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \  
    INSTALLDIRS=vendor \  
    NO_PACKLIST=1 \  
    NO_PERLLOCAL=1  
    make  
}
```

```
check() {  
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
```

```
    make test  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

```
sha512sums="  
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b  
8065ba65f4fea16dc9262728b3b6b85  
    BSD-Resource-1.2911.tar.gz  
"
```

```
maintainer="Achill Gilgenast <achill@achill.org>"  
pkgname=cargo-license  
pkgver=0.7.0  
pkgrel=1  
pkgdesc="Cargo subcommand to see license of dependencies"  
url="https://github.com/onur/cargo-license"  
arch="all"  
license="MIT"  
makedepends="cargo cargo-auditable"  
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"
```

```
prepare() {  
    default_prepare  
  
    cargo fetch --target="$CTARGET" --locked  
}
```

```
build() {  
    cargo auditable build --release --frozen  
}
```

```
check() {
```

```

cargo test --frozen
}

package() {
install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
# some GNU autoconf options are ignored, but it works
./configure \
--build=$CBUILD \
--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--sourcedir=/usr/share/$pkgname
make

```



```

}

package() {
    make DESTDIR="$pkgdir" install
    install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
    bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
MIT License

```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

```

# Contributor: Patrycja Rosa <alpine@ptrcnull.me>
# Maintainer: Patrycja Rosa <alpine@ptrcnull.me>
pkgname=bsd-compat-headers
pkgver=0.7.2
pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

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```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

#ifndef _SYS_QUEUE_H_

#define _SYS_QUEUE_H_

```

/*
* This file defines five types of data structures: singly-linked lists,
* lists, simple queues, tail queues, and circular queues.
*
* A singly-linked list is headed by a single forward pointer. The
* elements are singly linked for minimum space and
* pointer manipulation
* overhead at the expense of O(n) removal for arbitrary elements. New
* elements can be added to the list after an existing element or at the
* head of the list. Elements being removed from the head of the list
* should use the explicit macro for this purpose for optimum
* efficiency. A singly-linked list may only be traversed in the forward
* direction. Singly-linked lists are ideal for applications with large
* datasets and few or no removals or for implementing a LIFO queue.
*
* A list is headed by a single forward pointer (or an array of forward
* pointers for a hash table header). The elements are doubly linked
* so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before
* or after an existing element or at the head of the list. A list
* may only be traversed in the forward direction.
*
* A simple queue is headed by a pair of pointers, one the head of the
* list and the
* other to the tail of the list. The elements are singly
* linked to save space, so elements can only be removed from the
* head of the list. New elements can be added to the list after
* an existing element, at the head of the list, or at the end of the
* list. A simple queue may only be traversed in the forward direction.
*
* A tail queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements can be added to the list before or
* after an existing element, at the head of the list, or at the end of
* the list. A tail queue may be traversed in either direction.
*
* A circle queue is headed by a pair of pointers, one to the head of the
* list and the other to the tail of the list. The elements are doubly
* linked so that an arbitrary element can be removed without a need to
* traverse the list. New elements
* can be added to the list before or after
* an existing element, at the head of the list, or at the end of the list.
* A circle queue may be traversed in either direction, but has a more
* complex end of list detection.
*
* For details on the use of these macros, see the queue(3) manual page.
*/

```

```

/*
 * Include the definition of NULL only on NetBSD because sys/null.h
 * is not available elsewhere. This conditional makes the header
 * portable and it can simply be dropped verbatim into any system.
 * The caveat is that on other systems some other header
 * must provide NULL before the macros can be used.
 */
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#ifdef QUEUEDEBUG
# if defined(_KERNEL)
#  define QUEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QUEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
 * Singly-linked List definitions.
 */
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
 * Singly-linked List access methods.
 */
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \

```

```

    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
 * Singly-linked List functions.
 */
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

```

```

/*
 * List definitions.
 */
#define LIST_HEAD(name, type) \
struct name { \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head) \
{ NULL }

#define LIST_ENTRY(type) \
struct { \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field) \
for ((var) = ((head)->lh_first); \
    (var) != LIST_END(head); \
    (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar) \
for ((var) = LIST_FIRST((head)); \
    (var) != LIST_END(head) && \
    ((tvar) = LIST_NEXT((var), field), 1); \
    (var) = (tvar))

#define LIST_MOVE(head1, head2) do { \
    LIST_INIT((head2)); \
    if (!LIST_EMPTY((head1))) \
    { \
        (head2)->lh_first = (head1)->lh_first; \
        LIST_INIT((head1)); \
    } \
} while (/*CONSTCOND*/0)

/*

```



```

* List functions.
*/
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field) \
if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
if ((elm)->field.le_next && \
    (elm)->field.le_next->field.le_prev != \
    &(elm)->field.le_next) \
    QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.le_prev != (elm)) \
    QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
(elm)->field.le_next = (void *)1L; \
(elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm,
    field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

```

```
#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next \
    = (head)->lh_first) != LIST_END(head)) \
        (head)->lh_first->field.le_prev = &(elm)->field.le_next; \
    (head)->lh_first = (elm); \
    (elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)
```

```
#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)
```

/*

* Simple queue definitions.

*/

```
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}
```

```
#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }
```

```
#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}
```

/*

* Simple queue access methods.

```

*/
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))
#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head); \
     (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
     (var) != SIMPLEQ_END(head) && \
     ((next = ((var)->field.sqe_next)), 1); \
     (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if \
    (((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
     == NULL) \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
    if ((head)->sqh_first == (elm)) { \
        SIMPLEQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->sqh_first; \
        while (curelm->field.sqe_next != (elm)) \
            curelm = curelm->field.sqe_next; \
        if ((curelm->field.sqe_next = \
            curelm->field.sqe_next->field.sqe_next) == NULL) \
            (head)->sqh_last = &(curelm)->field.sqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
    if (!SIMPLEQ_EMPTY((head2))) { \
        *(head1)->sqh_last = (head2)->sqh_first; \
        (head1)->sqh_last = (head2)->sqh_last; \
        SIMPLEQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
    (SIMPLEQ_EMPTY((head)) ? \
     NULL : \
     ((struct type \
      *) (void *) \
      ((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
    struct name { \
        qual type *tqh_first; /* first element */ \
        qual type *qual *tqh_last; /* addr of last next element */ \
    }
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
    { TAILQ_END(head), &(head).tqh_first }

```

```

#define _TAILQ_ENTRY(type, qual) \
struct { \
    qual type *tqe_next; /* next element */ \
    qual type *qual *tqe_prev; /* address of previous next element */ \
}

#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type, )

/*
 * Tail queue access methods.
 */

#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head); \
        (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head) && \
        ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head); \
        (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head) && \
        ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head,

```

```

elm, field) \
if ((head)->tqh_first && \
    (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
if (*(head)->tqh_last != NULL) \
    QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
if ((elm)->field.tqe_next && \
    (elm)->field.tqe_next->field.tqe_prev != \
    &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
        __FILE__, __LINE__); \
if (*(elm)->field.tqe_prev != (elm)) \
    QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
if ((elm)->field.tqe_next == NULL && \
    (head)->tqh_last != &(elm)->field.tqe_next) \
    QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
        (head), (elm), __FILE__, \
        __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
(elm)->field.tqe_next = (void *)1L; \
(elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
}

```

```

(elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,
elm, field) do { \
    QUEUEDEBDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
    = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
        (elm)->field.tqe_next->field.tqe_prev = \
            (elm)->field.tqe_prev; \
    else \
        (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \

```

```

        (elm2)->field.tqe_next->field.tqe_prev = \
            &(elm2)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm2)->field.tqe_next; \
        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */

```



```

#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \

```

```

for ((var) = STAILQ_FIRST((head)); \
    (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
    (var) = (tvar))

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

```

```

}

#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \
if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

```

```

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \
struct { \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
 * Circular queue functions.
 */
#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

```

```

else    \
    (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm);    \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */
#define CIRCLEQ_FIRST(head) ((head)->cqh_first)

```

```

#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */
#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else

```

```

# define __THROW
# define __NTH(fct)  fct
#endif

#endif /* _SYS_CDEFS_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
buildid="srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=$pkgver-r$pkgrel" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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*/

#ifndef _SYS_TREE_H_

#define _SYS_TREE_H_


```

#ifdef __GNUC__
#define __GNUC_PREREQ__(x, y) \
    ((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \
     (__GNUC__ > (x)))
#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
    struct name { \
        struct type *sph_root; /* root of the tree */ \
    }

#define SPLAY_INITIALIZER(root) \

```

```

{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type) \
struct { \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
}

```

```

} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */

```

```

#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \
        SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
    } else { \
        int __comp; \
        name##_SPLAY(head, elm); \
        __comp = (cmp)(elm, (head)->sph_root); \
        if(__comp < 0) { \
            SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
            SPLAY_RIGHT(elm, field) = (head)->sph_root; \
            SPLAY_LEFT((head)->sph_root, field) = NULL; \
        } else if (__comp > 0) { \
            SPLAY_RIGHT(elm, \
field) = SPLAY_RIGHT((head)->sph_root, field);\
            SPLAY_LEFT(elm, field) = (head)->sph_root; \
            SPLAY_RIGHT((head)->sph_root, field) = NULL; \
        } else \
            return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \

```

```

name##_SPLAY(struct
name *head, struct type *elm) \
{ \
struct type __node, *__left, *__right, *__tmp; \
int __comp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field); \
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field); \
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field); \
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field); \
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while (1) { \
if (__comp < 0) { \

```

```

__tmp = SPLAY_LEFT((head)->sph_root, field); \
if (__tmp == NULL) \
    break; \
if (__comp < 0){ \
    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if (__comp > 0) { \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
    struct type *rbh_root; /* root of the tree */ \
}

```

```

#define RB_INITIALIZER(root)  \
{
    NULL }

#define RB_INIT(root) do {  \
    (root)->rbh_root = NULL;  \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type)  \
struct {  \
    struct type *rbe_left; /* left element */  \
    struct type *rbe_right; /* right element */  \
    struct type *rbe_parent; /* parent element */  \
    int rbe_color; /* node color */  \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {  \
    RB_PARENT(elm, field) = parent;  \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL;  \
    RB_COLOR(elm, field) = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {  \
    RB_COLOR(black, field) = RB_BLACK;  \
    RB_COLOR(red, field)  \
    = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {  \
    (tmp) = RB_RIGHT(elm, field);  \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) {  \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm);  \
    }  \
    RB_AUGMENT(elm);  \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) {  \

```

```

if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
    RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
else \
    RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
} else \
    (head)->rbh_root = (tmp); \
    RB_LEFT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \

```



```

attr struct type *name##_RB_PREV(struct type *); \
attr struct type *name##_RB_MINMAX(struct name *, int); \
\

/* Main rb operation.
* Moves node close to the key of elm to top
*/

#define RB_GENERATE(name, type, field, cmp) \
RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
struct type \
*parent, *gparent, *tmp; \
while ((parent = RB_PARENT(elm, field)) != NULL && \
RB_COLOR(parent, field) == RB_RED) { \
gparent = RB_PARENT(parent, field); \
if (parent == RB_LEFT(gparent, field)) { \
tmp = RB_RIGHT(gparent, field); \
if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
RB_COLOR(tmp, field) = RB_BLACK; \
RB_SET_BLACKRED(parent, gparent, field);\
elm = gparent; \
continue; \
} \
if (RB_RIGHT(parent, field) == elm) { \
RB_ROTATE_LEFT(head, parent, tmp, field);\
tmp = parent; \
parent = elm; \
elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field);\
RB_ROTATE_RIGHT(head, gparent, tmp, field);\
} else { \
tmp = RB_LEFT(gparent, field); \
if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
RB_COLOR(tmp, field) = RB_BLACK; \
RB_SET_BLACKRED(parent, gparent, field);\
elm = gparent; \
continue; \
} \
if (RB_LEFT(parent, field) == elm) \
{ \
RB_ROTATE_RIGHT(head, parent, tmp, field);\
tmp = parent; \

```

```

    parent = elm; \
    elm = tmp; \
} \
RB_SET_BLACKRED(parent, gparent, field); \
RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) { \
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) { \
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK; \
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field); \
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                elm = RB_ROOT(head); \
            } \
        } \
    } \
}

```

```

    break; \
} \
} else { \
    tmp = RB_LEFT(parent, field); \
    if (RB_COLOR(tmp, field) == RB_RED) { \
        RB_SET_BLACKRED(tmp, parent, field); \
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        tmp
= RB_LEFT(parent, field); \
    } \
    if ((RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
        (RB_RIGHT(tmp, field) == NULL || \
        RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
        RB_COLOR(tmp, field) = RB_RED; \
        elm = parent; \
        parent = RB_PARENT(elm, field); \
    } else { \
        if (RB_LEFT(tmp, field) == NULL || \
            RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
            struct type *oright; \
            if ((oright = RB_RIGHT(tmp, field)) \
                != NULL) \
                RB_COLOR(oright, field) = RB_BLACK;\
            RB_COLOR(tmp, field) = RB_RED; \
            RB_ROTATE_LEFT(head, tmp, oright, field);\
            tmp = RB_LEFT(parent, field); \
        } \
        RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
        RB_COLOR(parent, field) = RB_BLACK; \
        if (RB_LEFT(tmp, field)) \
            RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
        RB_ROTATE_RIGHT(head, parent, tmp, field);\
        elm = RB_ROOT(head); \
        break; \
    } \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \

```

```

if (RB_LEFT(elm, field) == NULL) \
    child = RB_RIGHT(elm, field); \
else if (RB_RIGHT(elm, field) == NULL) \
    child = RB_LEFT(elm, field); \
else { \
    struct type *left; \
    elm = RB_RIGHT(elm, field); \
    while ((left = RB_LEFT(elm, field)) != NULL) \
        elm = left; \
    child = RB_RIGHT(elm, field); \
    parent = RB_PARENT(elm, field); \
    color = RB_COLOR(elm, field); \
    if (child) \
        RB_PARENT(child, field) = parent; \
    if (parent) { \
        if (RB_LEFT(parent, field) == elm) \
            RB_LEFT(parent, field) = child; \
        else \
            RB_RIGHT(parent, field) = child; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head)
= child; \
if (RB_PARENT(elm, field) == old) \
    parent = elm; \
(elm)->field = (old)->field; \
if (RB_PARENT(old, field)) { \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else \
    RB_ROOT(head) = elm; \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field)) \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) { \
    left = parent; \
    do { \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
} \
goto color; \
} \
parent = RB_PARENT(elm, field); \
color = RB_COLOR(elm, field); \
if (child) \

```

```

    RB_PARENT(child, field) = parent; \
    if (parent) { \
        if (RB_LEFT(parent, field) == elm) \
            RB_LEFT(parent, field) = child; \
        else \
            RB_RIGHT(parent,
field) = child; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = child; \
    color: \
    if (color == RB_BLACK) \
        name##_RB_REMOVE_COLOR(head, parent, child); \
    return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL); \
} \
\

```

```

/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (NULL); \
} \

/* Finds the first node greater than or equal to the search key */ \
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \

/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } \
}

```

```

} else {
    \
    if (RB_PARENT(elm, field) &&
        (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else {
        \
        while (RB_PARENT(elm, field) &&
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{
    \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    }
else {
    \
    if (RB_PARENT(elm, field) &&
        (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
        elm = RB_PARENT(elm, field); \
    else {
        \
        while (RB_PARENT(elm, field) &&
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        elm = RB_PARENT(elm, field); \
    } \
} \
return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{
    \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) {
        \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    }

```

```

}    \
return (parent);    \
}

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head)    \
for ((x) = RB_MIN(name, head);    \
(x) != NULL;    \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y)    \
for ((x) = (y);    \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y)    \
for ((x) = RB_MIN(name, head);    \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head)    \
for ((x) = RB_MAX(name, head);    \
(x) != NULL;    \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y)    \
for ((x) = (y);    \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y)    \
for ((x) = RB_MAX(name, head);    \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

```



```

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

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```

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```
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnll.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gp517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$pkgname-$pkgver"
```

```
build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}
```

```
check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}
```

```
package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}
```

```

}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066
  license_expression-30.4.4.tar.gz
"

```

1.470 alpine-baselayout-data 3.7.1-r8

1.470.1 Available under license :

```

# Automatically generated by apkbuild-cpan, template 1
# Contributor: Francesco Colista <francesco.colista@gmail.com>
# Maintainer: Francesco Colista <francesco.colista@gmail.com>
pkgname=perl-software-license
_pkgreal=Software-License
pkgver=0.103004
pkgrel=0
pkgdesc="packages that provide templated software licenses"
url="http://search.cpan.org/dist/Software-License/"
arch="noarch"
license="GPL PerlArtistic"
cpandepends="perl-text-template perl-data-section perl-sub-install"
cpanmakedepends=" "
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/R/RJ/RJBS/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="$srcdir/${_pkgreal}-${pkgver}"

prepare() {
  cd "$_buildddir"
  export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
  PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
  cd "$_buildddir"
  export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
  make && make test
}

package() {
  cd "$_buildddir"
  make

```

```

DESTDIR="$pkgdir" install || return 1
find "$pkgdir" \( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="0c5fd53d93818566234578b27d667b35 Software-License-0.103004.tar.gz"
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=5
pkgdesc="A library for high-performance 2D graphics"
url="http://www.levien.com/libart/"
arch="all"
license="LGPL"
depends=
makedepends=
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-$pkgver.tar.bz2"
"

_buildddir="$srcdir"/libart-lgpl-$pkgver

prepare() {
    cd "$_buildddir"
    update_config_sub || return 1
}

build() {
    cd "$_buildddir"
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr \
        || return 1
    make || return 1
}

package() {
    cd "$_buildddir"
    make DESTDIR="$pkgdir" install || return 1
}

```

```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

```

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2200 Mission College Blvd., Santa Clara, CA
95052.

```
# Automatically generated by apkbuild-cpan, template 1
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Valery Kartel <valery.kartel@gmail.com>
pkgname=perl-bsd-resource
_pkgreal=BSD-Resource
pkgver=1.2909
pkgrel=2
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="http://search.cpan.org/dist/BSD-Resource/"
arch="all"
license="GPL PerlArtistic"
cpandepends=""
cpanmakedepends=""
depends="$cpandepends"
makedepends="perl-dev $cpanmakedepends"
subpackages="$pkgname-doc"
source="http://search.cpan.org/CPAN/authors/id/J/JH/JHI/${_pkgreal}-${pkgver}.tar.gz"

_buildddir="$srcdir/${_pkgreal}-${pkgver}"

prepare() {
    cd "$_buildddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
    PERL_MM_USE_DEFAULT=1 perl Makefile.PL INSTALLDIRS=vendor
}

build() {
    cd "$_buildddir"
    export CFLAGS=`perl -MConfig -E 'say $Config{ccflags}`
```

```

make && make test || return 1
}

package() {
cd "$_builddir"
make DESTDIR="$pkgdir" install || return 1
find "$pkgdir"
\ ( -name perllocal.pod -o -name .packlist \) -delete
}

md5sums="3c6dd2fa953088aa87e263f40818d012 BSD-Resource-1.2909.tar.gz"
sha256sums="c47d460e2bd00d8d049f6ff4a0f1f61957e289e8de45af5fc79e851e2e855e06 BSD-Resource-
1.2909.tar.gz"
sha512sums="5f489eaac5089e82081b7cf51d62638750e443751b49415407354da96b17771819b5e6e85529faa41ddd
85743363750157943c7f7700276cce2bd40a429fa430 BSD-Resource-1.2909.tar.gz"
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pkgname=py-flake8-copyright

_pkgname=flake8-copyright

pkgver=0.2.0

pkgrel=1

pkgdesc="Extension for flake8 which checks for copyrights"

url="https://github.com/savoirfairelinux/flake8-copyright"

arch="noarch"

license="MIT"

depends="flake8"

makedepends="python3-dev"

source="https://files.pythonhosted.org/packages/source/\${_pkgname:0:1}/\${_pkgname}/\${_pkgname}-\${pkgver}.tar.gz"

builddir="\${srcdir}/\${_pkgname}-\${pkgver}"

```
build() {  
    cd "$builddir"  
    python3 setup.py build || return 1  
}
```

```
package() {  
    cd "$builddir"  
    python3 setup.py install --prefix=/usr --root="$pkgdir" || return 1  
}
```

md5sums="c6348990c6d74933bf5d5f6a55a14bdf flake8-copyright-0.2.0.tar.gz"

sha256sums="aeef26eb4d5223c9cd5b101e68175fcef6d2b353bf36da688fdde62fccfe2b73 flake8-copyright-0.2.0.tar.gz"

sha512sums="bab1bfaeed3a525ac3c7da12b1f2ec338c204cc69b72d05cd39560e528faff5d586c3b1be9570f4a977a7e2417b586e543bfba12abce256b2023c8c4993eeb90

flake8-copyright-0.2.0.tar.gz"

mini_sendmail - accept email on behalf of real sendmail

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1.471 ssl-client 1.37.0-r29

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Julian Seward, Cambridge, UK.

jseward@bzip.org

bzip2/libbzip2 version 1.0.4 of 20 December 2006

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1.472 brotli 1.2.0-r0

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1.473 libncursesw 6.5_p20251123-r0

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-- vile: txtmode file-encoding=utf-8

Upstream source <https://invisible-island.net/ncurses/ncurses.html>

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-- vile: txtmode file-encoding=utf-8

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-- vile:txtmode fc=72
-- \$Id: COPYING,v 1.10 2021/01/01 09:54:30 tom Exp \$
Upstream source <https://invisible-island.net/ncurses/Ada95.html>

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1.474 libucontext 1.3.3-r0

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1.475 musl-obstack 1.2.3-r2

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USA.

1.476 lz4-java 1.8.1

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

```
<?xml version="1.0" encoding="UTF-8"?>
```

Found in path(s):

* /lz4-java-1-8-1-sources-jar/META-INF/maven/at.yawk.lz4/lz4-java/pom.xml

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

```
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-  
jar/net/jpountz/lz4/LZ4BlockInputStream.javapackage net.jpountz.lz4;  
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-  
jar/net/jpountz/lz4/LZ4BlockOutputStream.javapackage net.jpountz.lz4;  
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-  
jar/net/jpountz/lz4/LZ4ByteBufferUtils.javapackage net.jpountz.lz4;  
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-  
jar/net/jpountz/lz4/LZ4Compressor.javapackage net.jpountz.lz4;  
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-  
jar/net/jpountz/lz4/LZ4CompressorWithLength.javapackage net.jpountz.lz4;  
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-  
jar/net/jpountz/lz4/LZ4Constants.javapackage net.jpountz.lz4;
```



```

/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4Decompressor.javapackage
net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4DecompressorWithLength.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4Exception.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4Factory.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4FastDecompressor.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4FrameInputStream.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4FrameOutputStream.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4HCJNICompressor.javapackage
net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4JNI.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4JNICompressor.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4JNIFastDecompressor.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4JNISafeDecompressor.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4SafeDecompressor.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4SafeUtils.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4UnknownSizeDecompressor.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4UnsafeUtils.javapackage
net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/LZ4Utils.javapackage net.jpountz.lz4;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/lz4/package.html<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/util/ByteBufferUtils.javapackage net.jpountz.util;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/util/Native.javapackage net.jpountz.util;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/util/SafeUtils.javapackage net.jpountz.util;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/util/UnsafeUtils.javapackage net.jpountz.util;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/net/jpountz/util/Utils.javapackage

```

```

net.jpountz.util;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/util/package.html<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/AbstractStreamingXXHash32Java.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/AbstractStreamingXXHash64Java.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/StreamingXXHash32.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/StreamingXXHash32JNI.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/StreamingXXHash64.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/StreamingXXHash64JNI.javapackage
net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHash32.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHash32JNI.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHash64.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHash64JNI.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHashConstants.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHashFactory.javapackage net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/XXHashJNI.javapackage
net.jpountz.xxhash;
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-
jar/net/jpountz/xxhash/package.html<!doctype html public "-//w3c//dtd html 4.0 transitional//en">
/opt/cola/permits/2792455411_1765250179.945378/0/lz4-java-1-8-1-sources-jar/overview.html<!--

```

Found in path(s):

*

1.477 iputils-arping 20250605-r0

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```

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1.480 iputils-ping 20250605-r0

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```
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```

```
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1.481 iputils 20250605-r0

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```
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1.482 iputils-clockdiff 20250605-r0

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1.483 gcompat 1.1.0-r4

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1.484 py3-parsing 3.2.3-r0

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1.486 libstdc++ 15.2.0-r2

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Version 3.1, 31 March 2009

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```
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```

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```
/* Use the Sequent Symmetry assembler syntax. */
```

```
/* Define the syntax of pseudo-ops, labels and comments. */
```

```
/* Prefix for internally generated assembler
   labels. If we aren't using
   underscores, we are using prefix `.'s to identify labels that should
   be ignored, as in `i386/gas.h' --karl@cs.umb.edu */
```

```
#define LPREFIX "L"
```

```
/* Assembler pseudos to introduce constants of various size. */
```

```
#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */
```

```
/* This was suggested, but it shouldn't be right for debugger output. -- RMS
   #define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */
```

```
/* Define the syntax of labels and symbol definitions/declarations. */
```

```
/* This is how to output an assembler line
```

```

that says to advance the location counter by SIZE bytes. */

#define ASM_OUTPUT_SKIP(FILE,SIZE) \
    fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations. */

/* This says how to output an assembler line
   to define a global common symbol. */

#define
    ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED) \
    ( fputs (".comm ", (FILE)), \
      assemble_name ((FILE), (NAME)), \
      fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
   to define a local common symbol. */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED) \
    ( fputs (".lcomm ", (FILE)), \
      assemble_name ((FILE), (NAME)), \
      fprintf ((FILE), ",%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \
    ( fputs (".lcomm ", (FILE)), \
      assemble_name ((FILE), (NAME)), \
      fprintf ((FILE), ",%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
   that says to advance the location counter
   to a multiple of 2**LOG bytes. */

#define ASM_OUTPUT_ALIGN(FILE,LOG) \
    if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
   the symbol_ref name of an internal numbered
   label where
   PREFIX is the class of label and NUM is the number within the class.
   This is suitable for output with `assemble_name'. */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
    sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols. */

```


#define USER_LABEL_PREFIX "_"
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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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#ifndef __VTV_H__  
#define __VTV_H__
```

```
/* We could have used an enumeration here but it just makes it more
```

difficult for the compiler to generate a call to this. These are used as arguments to the function __VLTChangePermission, declared below. */

```
#define __VLTP_READ_ONLY 0
```

```
#define __VLTP_READ_WRITE 1
```

```
#ifdef __cplusplus
```

```
extern "C" void __VLTChangePermission (int);
```

```
#else
```

```
extern void __VLTChangePermission (int);
```

```
#endif
```

```
#ifdef BIG_PAGE_SIZE
```

```
/* TODO - Replace '4096' below with correct big page size. */
```

```
#define VTV_PAGE_SIZE 4096
```

```
#else
```

```
#if defined(__sun__) && defined(__svr4__) && defined(__sparc__)
```

```
#define VTV_PAGE_SIZE 8192
```

```
#elif defined(__loongarch_lp64)
```

```
/* The page size is configurable by the kernel to be 4,  
16 or 64 KiB.
```

```
For now, only the default page size of 16KiB is supported. */
```

```
#define VTV_PAGE_SIZE 16384
```

```
#else
```

```
#define VTV_PAGE_SIZE 4096
```

```
#endif
```

```
#endif
```

```
#endif /* __VTV_H__ */
```

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1.487 libgcc 15.2.0-r2

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Version 3.1, 31 March 2009

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```
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```

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```
/* Use the Sequent Symmetry assembler syntax. */
```

```
/* Define the syntax of pseudo-ops, labels and comments. */
```

```
/* Prefix for internally generated assembler
   labels. If we aren't using
   underscores, we are using prefix `.'s to identify labels that should
   be ignored, as in `i386/gas.h' --karl@cs.umb.edu */
```

```
#define LPREFIX "L"
```

```

/* Assembler pseudos to introduce constants of various size. */

#define ASM_BYTE "\t.byte\t"
#define ASM_SHORT "\t.word\t"
#define ASM_LONG "\t.long\t"
#define ASM_QUAD "\t.quad\t" /* Should not be used for 32bit compilation. */

/* This was suggested, but it shouldn't be right for debugger output. -- RMS
#define ASM_OUTPUT_SOURCE_FILENAME(FILE, NAME) */

/* Define the syntax of labels and symbol definitions/declarations. */

/* This is how to output an assembler line
that says to advance the location counter by SIZE bytes. */

#define ASM_OUTPUT_SKIP(FILE,SIZE) \
fprintf (FILE, "\t.space " HOST_WIDE_INT_PRINT_UNSIGNED"\n", (SIZE))

/* Define the syntax of labels and symbol definitions/declarations. */

/* This says how to output an assembler line
to define a global common symbol. */

#define
ASM_OUTPUT_COMMON(FILE, NAME, SIZE, ROUNDED) \
( fputs (".comm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u\n", (int)(ROUNDED)))

/* This says how to output an assembler line
to define a local common symbol. */

#define ASM_OUTPUT_LOCAL(FILE, NAME, SIZE, ROUNDED) \
( fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u\n", (int)(ROUNDED)))

#ifdef HAVE_GAS_LCOMM_WITH_ALIGNMENT
#define ASM_OUTPUT_ALIGNED_LOCAL(FILE, NAME, SIZE, ALIGNMENT) \
( fputs (".lcomm ", (FILE)), \
assemble_name ((FILE), (NAME)), \
fprintf ((FILE), "%u,%u\n", (int)(SIZE), (int)(ALIGNMENT) / BITS_PER_UNIT))
#endif

/* This is how to output an assembler line
that says to advance the location counter
to a multiple of 2**LOG bytes. */

```

```
#define ASM_OUTPUT_ALIGN(FILE,LOG) \
if ((LOG)!=0) fprintf ((FILE), "\t.align %d\n", (LOG))

/* This is how to store into the string BUF
the symbol_ref name of an internal numbered
label where
PREFIX is the class of label and NUM is the number within the class.
This is suitable for output with `assemble_name'. */

#define ASM_GENERATE_INTERNAL_LABEL(BUF,PREFIX,NUMBER) \
sprintf ((BUF), "%s%d", (PREFIX), (long)(NUMBER))

/* The prefix to add to user-visible assembler symbols. */

#define USER_LABEL_PREFIX "_"
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```

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bzip2/libbzip2 version 1.0.6 of 6 September 2010

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```
#ifndef __VTV_H__
#define __VTV_H__

/* We could have used an enumeration here but it just makes it more
   difficult for the compiler to generate a call to this. These are
   used as arguments to the function __VLTChangePermission, declared
   below. */
#define __VLTP_READ_ONLY 0
#define __VLTP_READ_WRITE 1

#ifdef __cplusplus
extern "C" void __VLTChangePermission (int);
#else
extern void __VLTChangePermission (int);
#endif

#ifdef BIG_PAGE_SIZE
/* TODO - Replace '4096' below with correct big page size. */
#define VTV_PAGE_SIZE 4096
#else
#ifdef defined(__sun__) && defined(__svr4__) && defined(__sparc__)
#define VTV_PAGE_SIZE 8192
#elif defined(__loongarch_lp64)
/* The page size is configurable by the kernel to be 4,
   16 or 64 KiB.
   For now, only the default page size of 16KiB is supported. */
#define VTV_PAGE_SIZE 16384
#else
#define VTV_PAGE_SIZE 4096
#endif
#endif

#endif /* __VTV_H__ */

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```

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Upstream-Name: ncurses

Upstream-Contact: Thomas E. Dickey <dickey@invisible-island.net>

Source: <https://invisible-island.net/ncurses/ncurses.html>

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Files: misc/ncu2openbsd
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Upstream-Name: AdaCurses

Upstream-Contact: Thomas E. Dickey <dickey@invisible-island.net>

Source: <https://invisible-island.net/ncurses/Ada95.html>

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Upstream-Name: ncurses-examples

Upstream-Contact: Thomas E. Dickey <dickey@invisible-island.net>

Source: <https://invisible-island.net/ncurses/ncurses-examples.html>

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1.490 nss 3.118.1-r0

1.490.1 Available under license :

```
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
buildddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdfnt rdfturtle rdfxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
```

```

done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
    local i; for i in "$builddir"/text/*.txt;
    do
        local license=${i##*/}
        echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
    done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c  license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkbuid-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkbuid-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-$pkgver"

build() {

```



```

export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
make test
}

package() {
make DESTDIR="$pkgdir" install
}

sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"

maintainer="Achill Gilgenast <achill@achill.org>"
pkgname=cargo-license
pkgver=0.7.0
pkgrel=1
pkgdesc="Cargo subcommand to see license of dependencies"
url="https://github.com/onur/cargo-license"
arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
default_prepare

cargo fetch --target="$CTARGET" --locked
}

build() {
cargo auditable build --release --frozen
}

check() {
cargo test --frozen
}

package() {

```

```

install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

#!/sbin/openrc-run

command="/usr/libexec/xdg-permission-store"
supervisor=supervise-daemon
command_args="--replace $command_args"
error_logger="logger -t '${RC_SVCNAME}' -p daemon.error"

depend() {
    need dbus
}

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
    --build=$CBUILD \
    --host=$CHOST \
    --prefix=/usr \
    --sysconfdir=/etc \
    --mandir=/usr/share/man \
    --sourcedir=/usr/share/$pkgname
    make
}

package() {
    make DESTDIR="$pkgdir" install
}

```

```
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}
```

```
sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
  bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"
MIT License
```

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mini_sendmail - accept email on behalf of real sendmail

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Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=libart-lgpl

pkgver=2.3.21

pkgrel=8

pkgdesc="A library for high-performance 2D graphics"

url="https://www.levien.com/libart/"

arch="all"

options="!check" # No test suite.

license="LGPL-2.0-or-later"

subpackages="\$pkgname-dev"

source="https://download.gnome.org/sources/libart-lgpl/2.3/libart-lgpl-\$pkgver.tar.bz2"

"

builddir="\$srcdir"/libart-lgpl-\$pkgver

```
prepare() {  
    update_config_sub  
    default_prepare  
}
```

```
build() {  
    ./configure \  
    --build=$CBUILD \  
    --host=$CHOST \  
    --prefix=/usr  
    make  
}
```

```
package() {  
    make DESTDIR="$pkgdir" install  
}
```

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e76654309e001aee9bace727b5b4c8589405256a3c020 libart-lgpl-2.3.21.tar.bz2"

Contributor: Patrycja Rosa <alpine@ptrcnull.me>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=bsd-compat-headers

pkgver=0.7.2

```

pkgrel=6
pkgdesc="BSD compatibility headers (cdefs, queue, tree)"
url="https://gitlab.alpinelinux.org/alpine/aports"
arch="noarch"
license="BSD-2-Clause AND BSD-3-Clause"
source="
cdefs.h
queue.h
tree.h
"
builddir="$srcdir"
options="!check" # just headers

package() {
    mkdir -p "$pkgdir"
    install -Dm644 -t "$pkgdir"/usr/include/sys \
        cdefs.h queue.h tree.h
}
sha512sums="
37c8fc73c7aea7b490f7850927e2bb91d12137c9e59e22c084146d515696dbc7973b5de92f4c987ba080dd2502ba8312
7006442c3f019b6447a620c0cae73178 cdefs.h
2f0d5e6e4dc3350285cf17009265dddcbe12431c111868eea39bc8cb038ab7c1f2acacbb21735c4e9d4a1fd106a8fc0f86
11ea33987d4faba37dde5ce6da0750 queue.h
d9ac210d81feb8ad2655bc80fb065d3fe20ae4417b32b4a1711e6738a4870140005c13373b5d1846ef3ce5ae6da45f2da
cef2092881eded0a2e94f6a07752ef3 tree.h
"

```

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

/* \$NetBSD: queue.h,v 1.70 2015/11/02 15:21:23 christos Exp \$ */

/*

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*

* @(#)queue.h 8.5 (Berkeley) 8/20/94

*/

#ifndef _SYS_QUEUE_H_

#define _SYS_QUEUE_H_

/*

* This file defines five types of data structures: singly-linked lists,

* lists, simple queues, tail queues, and circular queues.

*

- * A singly-linked list is headed by a single forward pointer. The
- * elements are singly linked for minimum space and
- pointer manipulation
- * overhead at the expense of $O(n)$ removal for arbitrary elements. New
- * elements can be added to the list after an existing element or at the
- * head of the list. Elements being removed from the head of the list
- * should use the explicit macro for this purpose for optimum
- * efficiency. A singly-linked list may only be traversed in the forward
- * direction. Singly-linked lists are ideal for applications with large
- * datasets and few or no removals or for implementing a LIFO queue.
- *
- * A list is headed by a single forward pointer (or an array of forward
- * pointers for a hash table header). The elements are doubly linked
- * so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before
- * or after an existing element or at the head of the list. A list
- * may only be traversed in the forward direction.
- *
- * A simple queue is headed by a pair of pointers, one the head of the
- * list and the
- other to the tail of the list. The elements are singly
- * linked to save space, so elements can only be removed from the
- * head of the list. New elements can be added to the list after
- * an existing element, at the head of the list, or at the end of the
- * list. A simple queue may only be traversed in the forward direction.
- *
- * A tail queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements can be added to the list before or
- * after an existing element, at the head of the list, or at the end of
- * the list. A tail queue may be traversed in either direction.
- *
- * A circle queue is headed by a pair of pointers, one to the head of the
- * list and the other to the tail of the list. The elements are doubly
- * linked so that an arbitrary element can be removed without a need to
- * traverse the list. New elements
- can be added to the list before or after
- * an existing element, at the head of the list, or at the end of the list.
- * A circle queue may be traversed in either direction, but has a more
- * complex end of list detection.
- *
- * For details on the use of these macros, see the queue(3) manual page.
- */
- /*
- * Include the definition of NULL only on NetBSD because sys/null.h
- * is not available elsewhere. This conditional makes the header

```

* portable and it can simply be dropped verbatim into any system.
* The caveat is that on other systems some other header
* must provide NULL before the macros can be used.
*/
#ifdef __NetBSD__
#include <sys/null.h>
#endif

#if defined(QEUEDEBUG)
# if defined(_KERNEL)
#  define QEUEDEBUG_ABORT(...) panic(__VA_ARGS__)
# else
#  include <err.h>
#  define QEUEDEBUG_ABORT(...) err(1, __VA_ARGS__)
# endif
#endif

/*
* Singly-linked List definitions.
*/
#define SLIST_HEAD(name, type) \
struct name { \
    struct type *slh_first; /* first \
    element */ \
}

#define SLIST_HEAD_INITIALIZER(head) \
{ NULL }

#define SLIST_ENTRY(type) \
struct { \
    struct type *sle_next; /* next element */ \
}

/*
* Singly-linked List access methods.
*/
#define SLIST_FIRST(head) ((head)->slh_first)
#define SLIST_END(head) NULL
#define SLIST_EMPTY(head) ((head)->slh_first == NULL)
#define SLIST_NEXT(elm, field) ((elm)->field.sle_next)

#define SLIST_FOREACH(var, head, field) \
for((var) = (head)->slh_first; \
    (var) != SLIST_END(head); \
    (var) = (var)->field.sle_next)

#define SLIST_FOREACH_SAFE(var, head, field, tvar) \

```



```

for ((var) = SLIST_FIRST((head)); \
    (var) != SLIST_END(head) && \
    ((tvar) = SLIST_NEXT((var), field), 1); \
    (var) = (tvar))

/*
* Singly-linked List functions.
*/
#define SLIST_INIT(head) do { \
    (head)->slh_first = SLIST_END(head); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_AFTER(slistelm, elm, field) do { \
    (elm)->field.sle_next = (slistelm)->field.sle_next; \
    (slistelm)->field.sle_next \
    = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_INSERT_HEAD(head, elm, field) do { \
    (elm)->field.sle_next = (head)->slh_first; \
    (head)->slh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_AFTER(slistelm, field) do { \
    (slistelm)->field.sle_next = \
        SLIST_NEXT(SLIST_NEXT((slistelm), field), field); \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE_HEAD(head, field) do { \
    (head)->slh_first = (head)->slh_first->field.sle_next; \
} while (/*CONSTCOND*/0)

#define SLIST_REMOVE(head, elm, type, field) do { \
    if ((head)->slh_first == (elm)) { \
        SLIST_REMOVE_HEAD((head), field); \
    } \
    else { \
        struct type *curelm = (head)->slh_first; \
        while(curelm->field.sle_next != (elm)) \
            curelm = curelm->field.sle_next; \
        curelm->field.sle_next = \
            curelm->field.sle_next->field.sle_next; \
    } \
} while (/*CONSTCOND*/0)

/*
* List definitions.

```

```

*/
#define LIST_HEAD(name, type)  \
struct name {  \
    struct type *lh_first; /* first element */ \
}

#define LIST_HEAD_INITIALIZER(head)  \
{ NULL }

#define LIST_ENTRY(type)  \
struct {  \
    struct type *le_next; /* next element */ \
    struct type **le_prev; /* address of previous next element */ \
}

/*
 * List access methods.
 */
#define LIST_FIRST(head) ((head)->lh_first)
#define LIST_END(head) NULL
#define LIST_EMPTY(head) ((head)->lh_first == LIST_END(head))
#define LIST_NEXT(elm, field) ((elm)->field.le_next)

#define LIST_FOREACH(var, head, field)  \
for ((var) = ((head)->lh_first);  \
     (var) != LIST_END(head);  \
     (var) = ((var)->field.le_next))

#define LIST_FOREACH_SAFE(var, head, field, tvar)  \
for ((var) = LIST_FIRST((head));  \
     (var) != LIST_END(head) &&  \
     ((tvar) = LIST_NEXT((var), field), 1);  \
     (var) = (tvar))

#define LIST_MOVE(head1, head2) do {  \
    LIST_INIT((head2));  \
    if (!LIST_EMPTY((head1)))  \
    {  \
        (head2)->lh_first = (head1)->lh_first;  \
        LIST_INIT((head1));  \
    }  \
} while (/*CONSTCOND*/0)

/*
 * List functions.
 */
#ifdef QUEUEDEBBUG
#define QUEUEDEBBUG_LIST_INSERT_HEAD(head, elm, field)  \

```

```

if ((head)->lh_first && \
    (head)->lh_first->field.le_prev != &(head)->lh_first) \
    QUEUEDEBUG_ABORT("LIST_INSERT_HEAD %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_OP(elm, field) \
    if ((elm)->field.le_next && \
        (elm)->field.le_next->field.le_prev != \
            &(elm)->field.le_next) \
        QUEUEDEBUG_ABORT("LIST_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.le_prev != (elm)) \
        QUEUEDEBUG_ABORT("LIST_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field) \
    (elm)->field.le_next = (void *)1L; \
    (elm)->field.le_prev = (void *)1L;
#else
#define QUEUEDEBUG_LIST_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_LIST_OP(elm, field)
#define QUEUEDEBUG_LIST_POSTREMOVE(elm, field)
#endif

#define LIST_INIT(head) do { \
    (head)->lh_first = LIST_END(head); \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_AFTER(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    if (((elm)->field.le_next = (listelm)->field.le_next) != \
        LIST_END(head)) \
        (listelm)->field.le_next->field.le_prev = \
            &(elm)->field.le_next; \
    (listelm)->field.le_next = (elm); \
    (elm)->field.le_prev = &(listelm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_LIST_OP((listelm), field) \
    (elm)->field.le_prev = (listelm)->field.le_prev; \
    (elm)->field.le_next = (listelm); \
    *(listelm)->field.le_prev = (elm); \
    (listelm)->field.le_prev = &(elm)->field.le_next; \
} while (/*CONSTCOND*/0)

#define LIST_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_LIST_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.le_next

```

```

= (head)->lh_first) != LIST_END(head))\
(head)->lh_first->field.le_prev = &(elm)->field.le_next;\
(head)->lh_first = (elm); \
(elm)->field.le_prev = &(head)->lh_first; \
} while (/*CONSTCOND*/0)

#define LIST_REMOVE(elm, field) do { \
    QUEUEDEBUG_LIST_OP((elm), field) \
    if ((elm)->field.le_next != NULL) \
        (elm)->field.le_next->field.le_prev = \
            (elm)->field.le_prev; \
    *(elm)->field.le_prev = (elm)->field.le_next; \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define LIST_REPLACE(elm, elm2, field) do { \
    if (((elm2)->field.le_next = (elm)->field.le_next) != NULL) \
        (elm2)->field.le_next->field.le_prev = \
            &(elm2)->field.le_next; \
    (elm2)->field.le_prev = (elm)->field.le_prev; \
    *(elm2)->field.le_prev = (elm2); \
    QUEUEDEBUG_LIST_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

/*
 * Simple queue definitions.
 */
#define SIMPLEQ_HEAD(name, type) \
struct name { \
    struct \
    type *sqh_first; /* first element */ \
    struct type **sqh_last; /* addr of last next element */ \
}

#define SIMPLEQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).sqh_first }

#define SIMPLEQ_ENTRY(type) \
struct { \
    struct type *sqe_next; /* next element */ \
}

/*
 * Simple queue access methods.
 */
#define SIMPLEQ_FIRST(head) ((head)->sqh_first)
#define SIMPLEQ_END(head) NULL
#define SIMPLEQ_EMPTY(head) ((head)->sqh_first == SIMPLEQ_END(head))

```

```

#define SIMPLEQ_NEXT(elm, field) ((elm)->field.sqe_next)

#define SIMPLEQ_FOREACH(var, head, field) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head); \
    (var) = ((var)->field.sqe_next))

#define SIMPLEQ_FOREACH_SAFE(var, head, field, next) \
for ((var) = ((head)->sqh_first); \
    (var) != SIMPLEQ_END(head) && \
    ((next = ((var)->field.sqe_next)), 1); \
    (var) = (next))

/*
 * Simple queue functions.
 */
#define SIMPLEQ_INIT(head) do { \
    (head)->sqh_first = NULL; \
    (head)->sqh_last \
    = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.sqe_next = (head)->sqh_first) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (head)->sqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.sqe_next = NULL; \
    *(head)->sqh_last = (elm); \
    (head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.sqe_next = (listelm)->field.sqe_next) == NULL) \
        (head)->sqh_last = &(elm)->field.sqe_next; \
    (listelm)->field.sqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_HEAD(head, field) do { \
    if (((head)->sqh_first = (head)->sqh_first->field.sqe_next) == NULL) \
        (head)->sqh_last = &(head)->sqh_first; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE_AFTER(head, elm, field) do { \
    if

```

```

(((elm)->field.sqe_next = (elm)->field.sqe_next->field.sqe_next) \
 == NULL)    \
(head)->sqh_last = &(elm)->field.sqe_next; \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_REMOVE(head, elm, type, field) do { \
if ((head)->sqh_first == (elm)) { \
SIMPLEQ_REMOVE_HEAD((head), field); \
} else { \
struct type *curelm = (head)->sqh_first; \
while (curelm->field.sqe_next != (elm)) \
curelm = curelm->field.sqe_next; \
if ((curelm->field.sqe_next = \
curelm->field.sqe_next->field.sqe_next) == NULL) \
(head)->sqh_last = &(curelm)->field.sqe_next; \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_CONCAT(head1, head2) do { \
if (!SIMPLEQ_EMPTY((head2))) { \
*(head1)->sqh_last = (head2)->sqh_first; \
(head1)->sqh_last = (head2)->sqh_last; \
SIMPLEQ_INIT((head2)); \
} \
} while (/*CONSTCOND*/0)

#define SIMPLEQ_LAST(head, type, field) \
(SIMPLEQ_EMPTY((head)) ? \
NULL : \
((struct type \
*)(void *) \
((char *)((head)->sqh_last) - offsetof(struct type, field))))

/*
 * Tail queue definitions.
 */
#define _TAILQ_HEAD(name, type, qual) \
struct name { \
qual type *tqh_first; /* first element */ \
qual type *qual *tqh_last; /* addr of last next element */ \
}
#define TAILQ_HEAD(name, type) _TAILQ_HEAD(name, struct type,)

#define TAILQ_HEAD_INITIALIZER(head) \
{ TAILQ_END(head), &(head).tqh_first }

#define _TAILQ_ENTRY(type, qual) \
struct { \

```

```

qual type *tqe_next; /* next element */ \
qual type *qual *tqe_prev; /* address of previous next element */\
}
#define TAILQ_ENTRY(type) _TAILQ_ENTRY(struct type,)

/*
 * Tail queue access methods.
 */
#define TAILQ_FIRST(head) ((head)->tqh_first)
#define TAILQ_END(head) (NULL)
#define TAILQ_NEXT(elm, field) ((elm)->field.tqe_next)
#define TAILQ_LAST(head, headname) \
    (((struct headname *) (void *) ((head)->tqh_last))->tqh_last)
#define TAILQ_PREV(elm, headname, field) \
    (((struct headname *) (void *) ((elm)->field.tqe_prev))->tqh_last)
#define TAILQ_EMPTY(head) (TAILQ_FIRST(head) == TAILQ_END(head))

#define TAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head); \
        (var) = ((var)->field.tqe_next))

#define TAILQ_FOREACH_SAFE(var, head, field, next) \
    for ((var) = ((head)->tqh_first); \
        (var) != TAILQ_END(head) && \
        ((next) = TAILQ_NEXT(var, field), 1); (var) = (next))

#define TAILQ_FOREACH_REVERSE(var, head, headname, field) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head); \
        (var) = TAILQ_PREV((var), headname, field))

#define TAILQ_FOREACH_REVERSE_SAFE(var, head, headname, field, prev) \
    for ((var) = TAILQ_LAST((head), headname); \
        (var) != TAILQ_END(head) && \
        ((prev) = TAILQ_PREV((var), headname, field), 1); (var) = (prev))

/*
 * Tail queue functions.
 */
#if defined(QUEUEDEBUG)
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, \
    elm, field) \
    if ((head)->tqh_first && \
        (head)->tqh_first->field.tqe_prev != &(head)->tqh_first) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_HEAD %p %s:%d", (head), \

```

```

    __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field) \
    if (*(head)->tqh_last != NULL) \
        QUEUEDEBUG_ABORT("TAILQ_INSERT_TAIL %p %s:%d", (head), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_OP(elm, field) \
    if ((elm)->field.tqe_next && \
        (elm)->field.tqe_next->field.tqe_prev != \
            &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_* forw %p %s:%d", (elm), \
            __FILE__, __LINE__); \
    if (*(elm)->field.tqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("TAILQ_* back %p %s:%d", (elm), \
            __FILE__, __LINE__);
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field) \
    if ((elm)->field.tqe_next == NULL && \
        (head)->tqh_last != &(elm)->field.tqe_next) \
        QUEUEDEBUG_ABORT("TAILQ_PREREMOVE head %p elm %p %s:%d", \
            (head), (elm), __FILE__, \
            __LINE__);
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field) \
    (elm)->field.tqe_next = (void *)1L; \
    (elm)->field.tqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_TAILQ_INSERT_HEAD(head, elm, field)
#define QUEUEDEBUG_TAILQ_INSERT_TAIL(head, elm, field)
#define QUEUEDEBUG_TAILQ_OP(elm, field)
#define QUEUEDEBUG_TAILQ_PREREMOVE(head, elm, field)
#define QUEUEDEBUG_TAILQ_POSTREMOVE(elm, field)
#endif

#define TAILQ_INIT(head) do { \
    (head)->tqh_first = TAILQ_END(head); \
    (head)->tqh_last = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_HEAD((head), (elm), field) \
    if (((elm)->field.tqe_next = (head)->tqh_first) != TAILQ_END(head)) \
        (head)->tqh_first->field.tqe_prev = \
            &(elm)->field.tqe_next; \
    else \
        (head)->tqh_last = &(elm)->field.tqe_next; \
    (head)->tqh_first = (elm); \
    (elm)->field.tqe_prev = &(head)->tqh_first; \
} while (/*CONSTCOND*/0)

#define TAILQ_INSERT_TAIL(head,

```



```

elm, field) do { \
    QUEUEDEBUG_TAILQ_INSERT_TAIL((head), (elm), field) \
    (elm)->field.tqe_next = TAILQ_END(head); \
    (elm)->field.tqe_prev = (head)->tqh_last; \
    *(head)->tqh_last = (elm); \
    (head)->tqh_last = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    if (((elm)->field.tqe_next = (listelm)->field.tqe_next) != \
        TAILQ_END(head)) \
    (elm)->field.tqe_next->field.tqe_prev = \
        &(elm)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm)->field.tqe_next; \
    (listelm)->field.tqe_next = (elm); \
    (elm)->field.tqe_prev = &(listelm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_INSERT_BEFORE(listelm, elm, field) do { \
    QUEUEDEBUG_TAILQ_OP((listelm), field) \
    (elm)->field.tqe_prev = (listelm)->field.tqe_prev; \
    (elm)->field.tqe_next = (listelm); \
    *(listelm)->field.tqe_prev = (elm); \
    (listelm)->field.tqe_prev \
    = &(elm)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REMOVE(head, elm, field) do { \
    QUEUEDEBUG_TAILQ_PREREMOVE((head), (elm), field) \
    QUEUEDEBUG_TAILQ_OP((elm), field) \
    if (((elm)->field.tqe_next) != TAILQ_END(head)) \
    (elm)->field.tqe_next->field.tqe_prev = \
        (elm)->field.tqe_prev; \
    else \
    (head)->tqh_last = (elm)->field.tqe_prev; \
    *(elm)->field.tqe_prev = (elm)->field.tqe_next; \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm), field); \
} while (/*CONSTCOND*/0)

```

```

#define TAILQ_REPLACE(head, elm, elm2, field) do { \
    if (((elm2)->field.tqe_next = (elm)->field.tqe_next) != \
        TAILQ_END(head)) \
    (elm2)->field.tqe_next->field.tqe_prev = \
        &(elm2)->field.tqe_next; \
    else \
    (head)->tqh_last = &(elm2)->field.tqe_next; \
} while (/*CONSTCOND*/0)

```

```

        (elm2)->field.tqe_prev = (elm)->field.tqe_prev; \
        *(elm2)->field.tqe_prev = (elm2); \
    QUEUEDEBUG_TAILQ_POSTREMOVE((elm),
    field); \
} while (/*CONSTCOND*/0)

#define TAILQ_CONCAT(head1, head2, field) do { \
    if (!TAILQ_EMPTY(head2)) { \
        *(head1)->tqh_last = (head2)->tqh_first; \
        (head2)->tqh_first->field.tqe_prev = (head1)->tqh_last; \
        (head1)->tqh_last = (head2)->tqh_last; \
        TAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

/*
 * Singly-linked Tail queue declarations.
 */
#define STAILQ_HEAD(name, type) \
struct name { \
    struct type *stqh_first; /* first element */ \
    struct type **stqh_last; /* addr of last next element */ \
}

#define STAILQ_HEAD_INITIALIZER(head) \
{ NULL, &(head).stqh_first }

#define STAILQ_ENTRY(type) \
struct { \
    struct type *stqe_next; /* next element */ \
}

/*
 * Singly-linked Tail queue access methods.
 */
#define STAILQ_FIRST(head) ((head)->stqh_first)
#define STAILQ_END(head) NULL
#define STAILQ_NEXT(elm, field) ((elm)->field.stqe_next)
#define STAILQ_EMPTY(head) (STAILQ_FIRST(head) \
    == STAILQ_END(head))

/*
 * Singly-linked Tail queue functions.
 */
#define STAILQ_INIT(head) do { \
    (head)->stqh_first = NULL; \
    (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

```

```

#define STAILQ_INSERT_HEAD(head, elm, field) do { \
    if (((elm)->field.stqe_next = (head)->stqh_first) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (head)->stqh_first = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_TAIL(head, elm, field) do { \
    (elm)->field.stqe_next = NULL; \
    *(head)->stqh_last = (elm); \
    (head)->stqh_last = &(elm)->field.stqe_next; \
} while (/*CONSTCOND*/0)

#define STAILQ_INSERT_AFTER(head, listelm, elm, field) do { \
    if (((elm)->field.stqe_next = (listelm)->field.stqe_next) == NULL) \
        (head)->stqh_last = &(elm)->field.stqe_next; \
    (listelm)->field.stqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE_HEAD(head, field) do { \
    if (((head)->stqh_first = (head)->stqh_first->field.stqe_next) \
        == NULL) \
        (head)->stqh_last = &(head)->stqh_first; \
} while (/*CONSTCOND*/0)

#define STAILQ_REMOVE(head, elm, type, field) do { \
    if ((head)->stqh_first == (elm)) { \
        STAILQ_REMOVE_HEAD((head), field); \
    } else { \
        struct type *curelm = (head)->stqh_first; \
        while (curelm->field.stqe_next != (elm)) \
            curelm = curelm->field.stqe_next; \
        if ((curelm->field.stqe_next = \
            curelm->field.stqe_next->field.stqe_next) == NULL) \
            (head)->stqh_last = &(curelm)->field.stqe_next; \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_FOREACH(var, head, field) \
    for ((var) = ((head)->stqh_first); \
        (var); \
        (var) = ((var)->field.stqe_next))

#define STAILQ_FOREACH_SAFE(var, head, field, tvar) \
    for ((var) = STAILQ_FIRST((head)); \
        (var) && ((tvar) = STAILQ_NEXT((var), field), 1); \
        (var) = (tvar))

```

```

#define STAILQ_CONCAT(head1, head2) do { \
    if (!STAILQ_EMPTY((head2))) { \
        *(head1)->stqh_last \
        = (head2)->stqh_first; \
        (head1)->stqh_last = (head2)->stqh_last; \
        STAILQ_INIT((head2)); \
    } \
} while (/*CONSTCOND*/0)

#define STAILQ_LAST(head, type, field) \
(STAILQ_EMPTY((head)) ? \
    NULL : \
    ((struct type *) (void *) \
    ((char *) ((head)->stqh_last) - offsetof(struct type, field))))

#ifdef _KERNEL
/*
 * Circular queue definitions. Do not use. We still keep the macros
 * for compatibility but because of pointer aliasing issues their use
 * is discouraged!
 */

/*
 * __launder_type(): We use this ugly hack to work around the the compiler
 * noticing that two types may not alias each other and elide tests in code.
 * We hit this in the CIRCLEQ macros when comparing 'struct name *' and
 * 'struct type *' (see CIRCLEQ_HEAD()). Modern compilers (such as GCC
 * 4.8) declare these comparisons as always false, causing the code to
 * not run as designed.
 *
 * This hack is only to be used for comparisons and thus can be fully const.
 * Do not use for assignment.
 *
 * If we ever choose to change the ABI of the CIRCLEQ macros, we could fix
 * this by changing the head/tail sentinel values, but see the note above
 * this one.
 */
static __inline const void * __launder_type(const void *);
static __inline const void *
__launder_type(const void *__x)
{
    __asm __volatile("" : "+r" (__x));
    return __x;
}

#ifdef QUEUEDEBUG
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field) \

```

```

if ((head)->cqh_first != CIRCLEQ_ENDC(head) && \
    (head)->cqh_first->field.cqe_prev != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head forw %p %s:%d", (head), \
        __FILE__, __LINE__); \
if ((head)->cqh_last != CIRCLEQ_ENDC(head) && \
    (head)->cqh_last->field.cqe_next != CIRCLEQ_ENDC(head)) \
    QUEUEDEBUG_ABORT("CIRCLEQ head back %p %s:%d", (head), \
        __FILE__, __LINE__);
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field) \
if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_last != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ \
elm last %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_next->field.cqe_prev != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm forw %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} \
if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) { \
    if ((head)->cqh_first != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm first %p %s:%d", \
            (elm), __FILE__, __LINE__); \
} else { \
    if ((elm)->field.cqe_prev->field.cqe_next != (elm)) \
        QUEUEDEBUG_ABORT("CIRCLEQ elm prev %p %s:%d", \
            (elm), __FILE__, __LINE__); \
}
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field) \
(elm)->field.cqe_next = (void *)1L; \
(elm)->field.cqe_prev = (void *)1L;
#else
#define QUEUEDEBUG_CIRCLEQ_HEAD(head, field)
#define QUEUEDEBUG_CIRCLEQ_ELM(head, elm, field)
#define QUEUEDEBUG_CIRCLEQ_POSTREMOVE(elm, field)
#endif

#define CIRCLEQ_HEAD(name, type) \
struct name { \
    struct type *cqh_first; /* \
first element */ \
    struct type *cqh_last; /* last element */ \
}

#define CIRCLEQ_HEAD_INITIALIZER(head) \
{ CIRCLEQ_END(&head), CIRCLEQ_END(&head) }

#define CIRCLEQ_ENTRY(type) \

```

```

struct {
    \
    struct type *cqe_next; /* next element */ \
    struct type *cqe_prev; /* previous element */ \
}

/*
* Circular queue functions.
*/

#define CIRCLEQ_INIT(head) do { \
    (head)->cqh_first = CIRCLEQ_END(head); \
    (head)->cqh_last = CIRCLEQ_END(head); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_AFTER(head, listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm)->field.cqe_next; \
    (elm)->field.cqe_prev = (listelm); \
    if ((listelm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (listelm)->field.cqe_next->field.cqe_prev = (elm); \
    (listelm)->field.cqe_next = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_BEFORE(head, \
listelm, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBBUG_CIRCLEQ_ELM((head), (listelm), field) \
    (elm)->field.cqe_next = (listelm); \
    (elm)->field.cqe_prev = (listelm)->field.cqe_prev; \
    if ((listelm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (listelm)->field.cqe_prev->field.cqe_next = (elm); \
    (listelm)->field.cqe_prev = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_INSERT_HEAD(head, elm, field) do { \
    QUEUEDEBBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next = (head)->cqh_first; \
    (elm)->field.cqe_prev = CIRCLEQ_END(head); \
    if ((head)->cqh_last == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm); \
    else \
        (head)->cqh_first->field.cqe_prev = (elm); \
    (head)->cqh_first = (elm); \
} while (/*CONSTCOND*/0)

```

```

#define CIRCLEQ_INSERT_TAIL(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    (elm)->field.cqe_next \
    = CIRCLEQ_END(head); \
    (elm)->field.cqe_prev = (head)->cqh_last; \
    if ((head)->cqh_first == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm); \
    else \
        (head)->cqh_last->field.cqe_next = (elm); \
    (head)->cqh_last = (elm); \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_REMOVE(head, elm, field) do { \
    QUEUEDEBDEBUG_CIRCLEQ_HEAD((head), field) \
    QUEUEDEBDEBUG_CIRCLEQ_ELM((head), (elm), field) \
    if ((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
        (head)->cqh_last = (elm)->field.cqe_prev; \
    else \
        (elm)->field.cqe_next->field.cqe_prev = \
            (elm)->field.cqe_prev; \
    if ((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
        (head)->cqh_first = (elm)->field.cqe_next; \
    else \
        (elm)->field.cqe_prev->field.cqe_next = \
            (elm)->field.cqe_next; \
    QUEUEDEBDEBUG_CIRCLEQ_POSTREMOVE((elm), field) \
} while (/*CONSTCOND*/0)

#define CIRCLEQ_FOREACH(var, head, field) \
    for ((var) = ((head)->cqh_first); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) \
        = ((var)->field.cqe_next))

#define CIRCLEQ_FOREACH_REVERSE(var, head, field) \
    for ((var) = ((head)->cqh_last); \
        (var) != CIRCLEQ_ENDC(head); \
        (var) = ((var)->field.cqe_prev))

/*
 * Circular queue access methods.
 */

#define CIRCLEQ_FIRST(head) ((head)->cqh_first)
#define CIRCLEQ_LAST(head) ((head)->cqh_last)
/* For comparisons */
#define CIRCLEQ_ENDC(head) (__launter_type(head))
/* For assignments */

```

```

#define CIRCLEQ_END(head) ((void *)(head))
#define CIRCLEQ_NEXT(elm, field) ((elm)->field.cqe_next)
#define CIRCLEQ_PREV(elm, field) ((elm)->field.cqe_prev)
#define CIRCLEQ_EMPTY(head) \
    (CIRCLEQ_FIRST(head) == CIRCLEQ_ENDC(head))

#define CIRCLEQ_LOOP_NEXT(head, elm, field) \
    (((elm)->field.cqe_next == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_first) \
     : (elm->field.cqe_next))
#define CIRCLEQ_LOOP_PREV(head, elm, field) \
    (((elm)->field.cqe_prev == CIRCLEQ_ENDC(head)) \
     ? ((head)->cqh_last) \
     : \
     (elm->field.cqe_prev))
#endif /* !_KERNEL */

#endif /* !_SYS_QUEUE_H_ */
# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gpep517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright" # Backwards compatibility
provides="py-flake8-copyright=${pkgver}-r${pkgrel}" # Backwards compatibility

build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gpep517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

```



```

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
flake8-copyright-0.2.4.tar.gz
"

#ifndef _SYS_CDEFS_H_
#define _SYS_CDEFS_H_

#warning usage of non-standard #include <sys/cdefs.h> is deprecated

#undef __P
#undef __PMT

#define __P(args) args
#define __PMT(args) args

#define __CONCAT(x,y) x ## y
#define __STRING(x) #x

#ifdef __cplusplus
# define __BEGIN_DECLS extern "C" {
# define __END_DECLS }
#else
# define __BEGIN_DECLS
# define __END_DECLS
#endif

#if defined(__GNUC__) && !defined(__cplusplus)
# define __THROW __attribute__ ((__nothrow__))
# define __NTH(fct) __attribute__ ((__nothrow__)) fct
#else
# define __THROW
# define __NTH(fct) fct
#endif

#endif /* _SYS_CDEFS_H_ */
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*

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*/

#ifndef _SYS_TREE_H_

#define _SYS_TREE_H_

#ifdef __GNUC__

#define __GNUC_PREREQ__(x, y) \

((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

(__GNUC__ > (x)))

```

#else
#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \

```

```

} while (/*CONSTCOND*/ 0)

#define SPLAY_ENTRY(type)    \
struct {                    \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

```

```

#define
    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
    \
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
    \
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
    \
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
}

/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \

```

```

if (SPLAY_EMPTY(head)) { \
    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
    int __comp; \
    name##_SPLAY(head, elm); \
    __comp = (cmp)(elm, (head)->sph_root); \
    if(__comp < 0) { \
        SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
        SPLAY_RIGHT(elm, field) = (head)->sph_root; \
        SPLAY_LEFT((head)->sph_root, field) = NULL; \
    } else if (__comp > 0) { \
        SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
        SPLAY_LEFT(elm, field) = (head)->sph_root; \
        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
    } \
    (head)->sph_root = (elm); \
    return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field); \
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \

```

```

int __comp;    \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node;    \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
    if (__comp < 0) {    \
        __tmp = SPLAY_LEFT((head)->sph_root, field);\
        if (__tmp == NULL)    \
            break;    \
        if ((cmp)(elm, __tmp) < 0){    \
            SPLAY_ROTATE_RIGHT(head, __tmp, field);\
            if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
                break;    \
        }    \
        SPLAY_LINKLEFT(head, __right, field); \
    } else if (__comp > 0) {    \
        __tmp = SPLAY_RIGHT((head)->sph_root, field);\
        if (__tmp == NULL)    \
            break;    \
        if ((cmp)(elm, __tmp) > 0){    \
            SPLAY_ROTATE_LEFT(head, __tmp, field);\
            if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
                break;    \
        }    \
        SPLAY_LINKRIGHT(head, __left, field); \
    }    \
}    \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field); \
}    \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/    \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{    \
    struct type __node, *__left, *__right, *__tmp; \
    \
    SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
    __left = __right = &__node;    \
    \
    while (1) {    \
        if (__comp < 0) {    \
            __tmp = SPLAY_LEFT((head)->sph_root, field);\
            if (__tmp == NULL)    \
                break;    \
            if (__comp < 0){    \

```

```

    SPLAY_ROTATE_RIGHT(head, __tmp, field); \
    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field); \
    if (__tmp == NULL) \
        break; \
    if (__comp > 0) { \
        SPLAY_ROTATE_LEFT(head, __tmp, field); \
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
    struct name { \
        struct type *rbh_root; /* root of the tree */ \
    }

#define RB_INITIALIZER(root) \
    { \
        NULL \
    }

```



```

#define RB_INIT(root) do { \
    (root)->rbh_root = NULL; \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type) \
struct { \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do { \
    RB_PARENT(elm, field) = parent; \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED; \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do { \
    RB_COLOR(black, field) = RB_BLACK; \
    RB_COLOR(red, field) \
    = RB_RED; \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do { \
    (tmp) = RB_RIGHT(elm, field); \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } \
} while (/*CONSTCOND*/ 0)

```

```

} else    \
    (head)->rbh_root = (tmp);    \
    RB_LEFT(tmp, field) = (elm);    \
    RB_PARENT(elm, field) = (tmp);    \
    RB_AUGMENT(tmp);    \
    if ((RB_PARENT(tmp, field)))    \
        RB_AUGMENT(RB_PARENT(tmp, field));    \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do {    \
    (tmp) = RB_LEFT(elm, field);    \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field))    \
        != NULL) {    \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm);    \
    }    \
    RB_AUGMENT(elm);    \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) {    \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field))    \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp);    \
        else    \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp);    \
    } else    \
        (head)->rbh_root = (tmp);    \
    RB_RIGHT(tmp, field) = (elm);    \
    RB_PARENT(elm, field) = (tmp);    \
    RB_AUGMENT(tmp);    \
    if ((RB_PARENT(tmp, field)))    \
        RB_AUGMENT(RB_PARENT(tmp, field));    \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp)    \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp)    \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr)    \
    attr void name##_RB_INSERT_COLOR(struct name *, struct    \
    type *);    \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *);    \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *);    \
    attr struct type *name##_RB_INSERT(struct name *, struct type *);    \
    attr struct type *name##_RB_FIND(struct name *, struct type *);    \
    attr struct type *name##_RB_NFIND(struct name *, struct type *);    \
    attr struct type *name##_RB_NEXT(struct type *);    \
    attr struct type *name##_RB_PREV(struct type *);    \
    attr struct type *name##_RB_MINMAX(struct name *, int);    \
    \

```

```

/* Main rb operation.
* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
    name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
    { \
        \
        struct type \
        *parent, *gparent, *tmp; \
        while ((parent = RB_PARENT(elm, field)) != NULL && \
            RB_COLOR(parent, field) == RB_RED) { \
            \
            gparent = RB_PARENT(parent, field); \
            if (parent == RB_LEFT(gparent, field)) { \
                \
                tmp = RB_RIGHT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                \
                if (RB_RIGHT(parent, field) == elm) { \
                    \
                    RB_ROTATE_LEFT(head, parent, tmp, field);\
                    tmp = parent; \
                    parent = elm; \
                    elm = tmp; \
                } \
                \
                RB_SET_BLACKRED(parent, gparent, field); \
                RB_ROTATE_RIGHT(head, gparent, tmp, field); \
            } else { \
                \
                tmp = RB_LEFT(gparent, field); \
                if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                    \
                    RB_COLOR(tmp, field) = RB_BLACK; \
                    RB_SET_BLACKRED(parent, gparent, field);\
                    elm = gparent; \
                    continue; \
                } \
                \
                if (RB_LEFT(parent, field) == elm) \
            { \
                \
                RB_ROTATE_RIGHT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            \
            RB_SET_BLACKRED(parent, gparent, field); \

```

```

    RB_ROTATE_LEFT(head, gparent, tmp, field); \
} \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
\
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) { \
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) { \
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK; \
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field); \
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field); \
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK; \
                RB_ROTATE_LEFT(head, parent, tmp, field); \
                elm = RB_ROOT(head); \
                break; \
            } \
        } else { \
            tmp = RB_LEFT(parent, field); \

```

```

if (RB_COLOR(tmp, field) == RB_RED) { \
    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
        struct type *oright; \
        if ((oright = RB_RIGHT(tmp, field)) \
            != NULL) \
            RB_COLOR(oright, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_LEFT(head, tmp, oright, field);\
        tmp = RB_LEFT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \

```

```

else {
    struct type *left;
    elm = RB_RIGHT(elm, field);
    while ((left = RB_LEFT(elm, field)) != NULL)
        elm = left;
    child = RB_RIGHT(elm, field);
    parent = RB_PARENT(elm, field);
    color = RB_COLOR(elm, field);
    if (child)
        RB_PARENT(child, field) = parent;
    if (parent) {
        if (RB_LEFT(parent, field) == elm)
            RB_LEFT(parent, field) = child;
        else
            RB_RIGHT(parent, field) = child;
        RB_AUGMENT(parent);
    } else
        RB_ROOT(head)
= child;
    if (RB_PARENT(elm, field) == old)
        parent = elm;
    (elm)->field = (old)->field;
    if (RB_PARENT(old, field)) {
        if (RB_LEFT(RB_PARENT(old, field), field) == old)
            RB_LEFT(RB_PARENT(old, field), field) = elm;
        else
            RB_RIGHT(RB_PARENT(old, field), field) = elm;
        RB_AUGMENT(RB_PARENT(old, field));
    } else
        RB_ROOT(head) = elm;
    RB_PARENT(RB_LEFT(old, field), field) = elm;
    if (RB_RIGHT(old, field))
        RB_PARENT(RB_RIGHT(old, field), field) = elm;
    if (parent) {
        left = parent;
        do {
            RB_AUGMENT(left);
        } while ((left = RB_PARENT(left, field)) != NULL);
    }
    goto color;
}
parent = RB_PARENT(elm, field);
color = RB_COLOR(elm, field);
if (child)
    RB_PARENT(child, field) = parent;
if (parent) {
    if (RB_LEFT(parent, field) == elm)
        RB_LEFT(parent, field) = child;

```

```

else    \
    RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else    \
    RB_ROOT(head) = child; \
color:    \
if (color == RB_BLACK)    \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old);    \
}    \
    \
/* Inserts a node into the RB tree */ \
attr struct type *    \
name##_RB_INSERT(struct name *head, struct type *elm) \
{    \
    struct type *tmp;    \
    struct type *parent = NULL; \
    int comp = 0;    \
    tmp = RB_ROOT(head);    \
    while (tmp) {    \
        parent = tmp;    \
        comp = (cmp)(elm, parent); \
        if (comp < 0)    \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0)    \
            tmp = RB_RIGHT(tmp, field); \
        else    \
            return (tmp); \
    }    \
    RB_SET(elm, parent, field); \
    if (parent != NULL) {    \
        if (comp < 0)    \
            RB_LEFT(parent, field) = elm; \
        else    \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else    \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL);    \
}    \
    \
/* Finds the node with the same key as elm */ \
attr struct type *    \
name##_RB_FIND(struct name *head, struct type *elm) \
{    \

```

```

struct type *tmp = RB_ROOT(head); \
int comp; \
while (tmp) { \
    comp = cmp(elm, tmp); \
    if (comp < 0) \
        tmp = RB_LEFT(tmp, field); \
    else if (comp > 0) \
        tmp = RB_RIGHT(tmp, field); \
    else \
        return (tmp); \
} \
return (NULL); \
} \
\
/* Finds the first node greater than or equal to the search key */\
attr struct type * \
name##_RB_NFIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *res = NULL; \
    int comp; \
    while (tmp) { \
        comp = cmp(elm, tmp); \
        if (comp < 0) { \
            res = tmp; \
            tmp = RB_LEFT(tmp, field); \
        } \
        else if (comp > 0) \
            tmp = \
RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    return (res); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_NEXT(struct type *elm) \
{ \
    if (RB_RIGHT(elm, field)) { \
        elm = RB_RIGHT(elm, field); \
        while (RB_LEFT(elm, field)) \
            elm = RB_LEFT(elm, field); \
    } else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_LEFT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
    } \
}

```



```

else {
    while (RB_PARENT(elm, field) &&
        (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
        elm = RB_PARENT(elm, field);
    elm = RB_PARENT(elm, field);
}
}
return (elm);
}

/* ARGSUSED */
attr struct type *
name##_RB_PREV(struct type *elm)
{
    if (RB_LEFT(elm, field)) {
        elm = RB_LEFT(elm, field);
        while (RB_RIGHT(elm, field))
            elm = RB_RIGHT(elm, field);
    }
    else {
        if (RB_PARENT(elm, field) &&
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field);
        else {
            while (RB_PARENT(elm, field) &&
                (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
                elm = RB_PARENT(elm, field);
            elm = RB_PARENT(elm, field);
        }
    }
    return (elm);
}

attr struct type *
name##_RB_MINMAX(struct name *head, int val)
{
    struct type *tmp = RB_ROOT(head);
    struct type *parent = NULL;
    while (tmp) {
        parent = tmp;
        if (val < 0)
            tmp = RB_LEFT(tmp, field);
        else
            tmp = RB_RIGHT(tmp, field);
    }
    return (parent);
}

```

```

#define RB_NEGINF -1
#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H_ */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license

```

```

pkgver=0.104007
pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

```

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```
# Contributor: Dhruvin Gandhi <contact@dhruvin>
# Maintainer: Patrycja Rosa <alpine@ptrcnul.me>
pkgname=py3-license-expression
_pkgname=license_expression
pkgver=30.4.4
pkgrel=0
pkgdesc="Library to parse, compare, simplify and normalize license expressions"
url="https://github.com/nexB/license-expression"
arch="noarch"
license="Apache-2.0"
depends="python3 py3-boolean.py"
makedepends="py3-setuptools py3-setuptools_scm py3-gp517 py3-wheel"
checkdepends="py3-pytest py3-pytest-xdist"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-$pkgver.tar.gz"
builddir="$srcdir/$_pkgname-$pkgver"

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}

package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}

sha512sums="
f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3"
```

ab36c676e56ec302178d7166588066

license_expression-30.4.4.tar.gz

"

1.491 py3-pip 25.1.1-r1

1.491.1 Available under license :

UNRECOGNIZED LICENSE; MD5 sum: b0eaf0c960a0f5d744339da436682707
UNRECOGNIZED LICENSE; MD5 sum: 45874240865793abc3a77b0bbdf3dc51
UNRECOGNIZED LICENSE; MD5 sum: 856bd8901cf18d4edc40b86012a95b26
UNRECOGNIZED LICENSE; MD5 sum: d2e8c3bce80da2a2e51cffd44205a7b1
UNRECOGNIZED LICENSE; MD5 sum: 89c981cb43c0c7a860b8a18449e92a38
UNRECOGNIZED LICENSE; MD5 sum: f7cacecf6ff92c07405436643ace4302
PKu5Z\&#license.dist-0.2.dist-info/METADATAUT ggux]MN@s
J*VT\$\$ ~nH-dKp>NXw
'h4xOAZu'OR#diT>?ECesh
%W6Q:'nl|^?t){u-{Z0XPKa5Zhb'!license.dist-0.2.dist-info/RECORDUT ggux}r03I,HZK
m^2fXZ;wzmUnjWU]52+\Gfmy8sUP-"7DbuhoAUo9sM"T_ST
,9%=la1?O"+l[0|y:4o\$6}D
HzPs_`1rPK5d#Ahr6s%license.dist-0.2.dist-info/RECORD.jwsUT DPmgux%N@EHq()04@:\*`w].9?.\$mZK'3'
}g7.hI[zMeH4 TQzI9 +g\v7+L? iOU{RC3;>>p_,7:N-f@]i#
;_*bl-X,sZzoI]4a%JQy+KI(:d=^Su`t5U@d"R7PK
d#A~XY@@ @ license.dist-0.2.dist-info/WHEELUT FDPmguxWheel-Version: 0.1
Packager: bdist_wheel
Root-Is-Purelib: true

PK
o@licensedist/ __init__.pyUT PBmguxPKu5Z\&#license.dist-0.2.dist-
info/METADATAUTguxPKa5Zhb'!)license.dist-0.2.dist-info/RECORDUTguxPK5d#Ahr6s%Vlicense.dist-0.2.dist-
info/RECORD.jwsUTDPuxPK
d#A~XY@@ @ license.dist-0.2.dist-info/WHEELUTFDPuxPK
o@licensedist/ __init__.pyUTPuxPK
SPDX-License-Identifier: MIT
SPDX-FileCopyrightText: 2021 Taneli Hukkinen
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Before (and including) argparse 1.1, the argparse package was licensed under
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After argparse 1.1, all project files from the argparse project were deleted
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The project repository then had a clean start with some files taken from
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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
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In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
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2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes

2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

All Python releases are Open Source (see <http://www.opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes

2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes
2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
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1.493 py3-setuptools 80.9.0-r2

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The code contained in this directory was automatically generated using the following command:

```
python -m validate_pyproject.pre_compile --output-dir=setuptools/config/_validate_pyproject --enable-plugins
setuptools distutils --very-verbose -t setuptools=setuptools/config/setuptools.schema.json -t
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```

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You can report issues or suggest changes directly to `validate-pyproject` (or to the relevant plugin repository)

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`fastjsonschema`
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`validate-pyproject`

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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no

2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived	Year	Owner	GPL-

	from		compatible? (1)	
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
PSF				yes

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Thanks to the many outside volunteers who have worked under Guido's direction to make these releases possible.

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as a successor of a language called ABC. Guido remains Python's
principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for
National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>)
in Reston, Virginia where he released several versions of the
software.

In May 2000, Guido and the Python core development team moved to
BeOpen.com to form the BeOpen PythonLabs team. In October of the same
year, the PythonLabs team moved to Digital Creations (now Zope
Corporation, see <http://www.zope.com>). In 2001, the Python Software
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1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
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2.4.2	2.4.1	2005	PSF	yes
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2.4.4	2.4.3	2006	PSF	yes
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2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations (now Zope Corporation, see <http://www.zope.com>). In 2001, the Python Software

Foundation (PSF, see <http://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation is a sponsoring member of the PSF.

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2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.2	2.1.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3				
2.1.2	2002	PSF	yes	
2.2.1	2.2	2002	PSF	yes
2.2.2	2.2.1	2002	PSF	yes
2.2.3	2.2.2	2003	PSF	yes
2.3	2.2.2	2002-2003	PSF	yes
2.3.1	2.3	2002-2003	PSF	yes
2.3.2	2.3.1	2002-2003	PSF	yes
2.3.3	2.3.2	2002-2003	PSF	yes
2.3.4	2.3.3	2004	PSF	yes
2.3.5	2.3.4	2005	PSF	yes
2.4	2.3	2004	PSF	yes
2.4.1	2.4	2005	PSF	yes
2.4.2	2.4.1	2005	PSF	yes
2.4.3	2.4.2	2006	PSF	yes
2.4.4	2.4.3	2006	PSF	yes
2.5	2.4	2006	PSF	yes
2.5.1	2.5	2007	PSF	yes
2.5.2	2.5.1	2008	PSF	yes
2.5.3	2.5.2	2008	PSF	yes
2.6	2.5	2008	PSF	yes
2.6.1	2.6	2008	PSF	yes
2.6.2	2.6.1	2009	PSF	yes
2.6.3	2.6.2	2009	PSF	yes

2.6.4	2.6.3	2009	PSF	yes
2.6.5	2.6.4	2010	PSF	yes
3.0	2.6	2008	PSF	yes
3.0.1	3.0	2009	PSF	yes
3.1	3.0.1	2009	PSF	yes
3.1.1	3.1	2009	PSF	yes
3.1.2	3.1	2010	PSF	yes
3.2	3.1	2010	PSF	yes

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setuptools.distutils --very-verbose -t setuptools=setuptools/config/setuptools.schema.json -t
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A. HISTORY OF THE SOFTWARE

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

All

Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

Release	Derived from	Year	Owner	GPL-compatible? (1)
0.9.0 thru 1.2		1991-1995	CWI	yes
1.3 thru 1.5.2	1.2	1995-1999	CNRI	yes
1.6	1.5.2	2000	CNRI	no
2.0	1.6	2000	BeOpen.com	no
1.6.1	1.6	2001	CNRI	yes (2)
2.1	2.0+1.6.1	2001	PSF	no
2.0.1	2.0+1.6.1	2001	PSF	yes
2.1.1	2.1+2.0.1	2001	PSF	yes
2.1.2	2.1.1	2002	PSF	yes
2.1.3	2.1.2	2002	PSF	yes
2.2 and above	2.1.1	2001-now		
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1.498 commons-lang 2.6

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1.500 libproc2 4.0.5-r0

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any

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```
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```

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```
/* Extract the last component (base name) of a file name.
```

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```
#ifndef _BASENAME_LGPL_H
#define _BASENAME_LGPL_H

/* This file uses _GL_ATTRIBUTE_PURE. */
#if !_GL_CONFIG_H_INCLUDED
#error "Please include config.h first."
#endif
```

```

#include <stddef.h>

#ifndef
    DOUBLE_SLASH_IS_DISTINCT_ROOT
#define DOUBLE_SLASH_IS_DISTINCT_ROOT 0
#endif

#ifdef __cplusplus
extern "C" {
#endif

/* Return the address of the last file name component of FILENAME.
   If FILENAME has some trailing slash(es), they are considered to be
   part of the last component.
   If FILENAME has no relative file name components because it is a file
   system root, return the empty string.
   Examples:
       FILENAME    RESULT
       "foo.c"     "foo.c"
       "foo/bar.c" "bar.c"
       "/foo/bar.c" "bar.c"
       "foo/bar/"  "bar/"
       "foo/bar/"  "bar/"
       "/"         ""
       "/"         ""
       ""          ""

   The return value is a tail of the given FILENAME; do NOT free() it! */

/* This function was traditionally called 'basename', but we avoid this
   function name because
   * Various platforms have different functions in their libc.
   In particular, the glibc basename(),
   defined in <string.h>, does
   not consider trailing slashes to be part of the component:
       FILENAME    RESULT
       "foo/bar/"  ""
       "foo/bar/"  ""
   * The 'basename' command eliminates trailing slashes and for a root
   produces a non-empty result:
       FILENAME    RESULT
       "foo/bar/"  "bar"
       "foo/bar/"  "bar"
       "/"         "/"
       "/"         "/"

*/
extern char *last_component (char const *filename) _GL_ATTRIBUTE_PURE;

```

```

/* Return the length of the basename FILENAME.
   Typically FILENAME is the value returned by base_name or last_component.
   Act like strlen (FILENAME), except omit all trailing slashes. */
extern size_t base_len (char const *filename) _GL_ATTRIBUTE_PURE;

#ifdef __cplusplus
} /* extern "C" */
#endif

#endif /* _BASENAME_LGPL_H */

```

1.503 drill 1.8.4-r1

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1.504 Idns 1.8.4-r1

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1.505 htop 3.4.1-r1

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```

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1.506 libcurl 8.17.0-r1

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Built-By: root

Bnd-LastModified: 1765488223559

Specification-Title: Netty/Codec/HTTP

Implementation-Vendor-Id: io.netty

Bundle-DocURL: <https://netty.io/>

Import-Package: com.aayushatharva.brotli4j.encoder;resolution:=optional,com.jcraft.jzlib;resolution:=optional,io.netty.buffer;version="[4.1,5)",io.netty.channel;version="[4.1,5)",io.netty.channel.embedded;version="[4.1,5)",io.netty.handler.codec;version="[4.1,5)",io.netty.handler.codec.base64;version="[4.1,5)",io.netty.handler.codec.compression;version="[4.1,5)",io.netty.handler.codec.http,io.netty.handler.codec.http.cookie,io.netty.handler.codec.http.websocketx,io.netty.handler.codec.http.websocketx.extensions,io.netty.handler.ssl;version="[4.1,5)",io.netty.handler.stream;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.internal.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version="[1.0,2)";resolution:=optional

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.6))"

Export-Package: io.netty.handler.codec.http;uses="io.netty.buffer,io.netty.channel,io.netty.channel.embedded,io.netty.handler.codec,io.netty.handler.codec.compression,io.netty.handler.codec.http.cookie,io.netty.handler.stream,io.netty.util";version="4.1.129",io.netty.handler.codec.http.cookie;version="4.1.129",io.netty.handler.codec.http.cors;uses="io.netty.channel,io.netty.handler.codec.http";version="4.1.129",io.netty.handler.codec.http.multipart;uses="io.netty.buffer,io.net

ty.channel,io.netty.handler.codec,io.netty.handler.codec.http,io.netty.handler.stream,io.netty.util";version="4.1.129",io.netty.handler.codec.http.websocketx;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec,io.netty.handler.codec.http,io.netty.handler.stream,io.netty.util,io.netty.util.internal.logging";version="4.1.129",io.netty.handler.codec.http.websocketx.extensions;uses:="io.netty.channel,io.netty.handler.codec,io.netty.handler.codec.http,io.netty.handler.codec.http.websocketx";version="4.1.129",io.netty.handler.codec.http.websocketx.extensions.compression;uses:="io.netty.channel,io.netty.handler.codec.http.websocketx.extensions";version="4.1.129",io.netty.handler.codec.rtsp;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec.http,io.netty.util";version="4.1.129",io.netty.handler.codec.spdy;uses:="io.netty.buffer,io.netty.channel,io.netty.handler.codec,io.netty.handler.codec.http,io.netty.util";version="4.1.129"

Bundle-Name: Netty/Codec/HTTP

Build-Jdk-Spec: 1.8

Implementation-Title: Netty/Codec/HTTP

Bundle-Description:

Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.

Automatic-Module-Name: io.netty.codec.http

Implementation-Version: 4.1.129.Final

Specification-Vendor: The Netty Project

Bundle-ManifestVersion: 2

Bundle-Vendor: The Netty Project

Tool: Bnd-6.3.1.202206071316

Implementation-Vendor: The Netty Project

Bundle-Version: 4.1.129.Final

Created-By: Apache Maven Bundle Plugin 5.1.8

Build-Jdk: 1.8.0_472

Specification-Version: 4.1

Implementation-URL: <https://netty.io/netty-codec-http/>

Found in path(s):

* /netty-codec-http-4-1-129-final-jar/META-INF/MANIFEST.MF

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

/opt/cola/permits/2809020224_1767939003.377432/0/netty-codec-http-4-1-129-final-jar/META-INF/maven/io.netty/netty-codec-http/pom.xml<?xml version="1.0" encoding="UTF-8"?>

/opt/cola/permits/2809020224_1767939003.377432/0/netty-codec-http-4-1-129-final-jar/META-INF/native-image/io.netty/netty-codec-http/native-image.properties# Copyright 2019 The Netty Project

/opt/cola/permits/2809020224_1767939003.377432/0/netty-codec-http-4-1-129-final-jar/io/netty/handler/codec/http/QueryStringEncoder.class encodeUtf8ComponentSlow

Found in path(s):

*

1.508 tre 0.8.0-r2

1.508.1 Available under license :

```
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=smartmontools
pkgver=7.5
pkgrel=0
pkgdesc="Control and monitor S.M.A.R.T. enabled hard drives"
url="https://www.smartmontools.org/"
arch="all"
license="GPL-2.0-or-later"
# Contributor: Carlo Landmeter <clandmeter@alpinelinux.org>
# Maintainer: Kevin Daudt <kdaudt@alpinelinux.org>
pkgname=spdx-licenses
pkgver=3.27.0
pkgrel=0
pkgdesc="Various data formats for the SPDX License List"
url="https://spdx.org/"
arch="noarch"
options="!check" # no test suite
license="CC-BY-3.0"
source="license-list-data-$pkgver.tar.gz::https://github.com/spdx/license-list-data/archive/v$pkgver.tar.gz"
builddir="$srcdir/license-list-data-$pkgver"
subpackages="$pkgname-list"

_types="html json rdfa rdft rdfturtle rdfoxml template text"

for type in $_types; do
    subpackages="$subpackages $pkgname-$type:_subpkg"
done

package() {
    mkdir -p "$pkgdir"
}

_subpkg() {
    local type=${subpkgname/$pkgname-/}
    pkgdesc="$pkgdesc ($type)"
    install_if="$pkgname=$pkgver-r$pkgrel"
    mkdir -p "$subpkgdir"/usr/share/spdx
    cp -r "$builddir"/$type "$subpkgdir"/usr/share/spdx/
}

list() {
    pkgdesc="$pkgdesc (licence list)"
    mkdir -p "$subpkgdir"/usr/share/spdx
```

```

local i; for i in "$builddir"/text/*.txt;
do
local license=${i##*/}
echo ${license%.*} >> "$subpkgdir"/usr/share/spdx/license.lst
done
}

sha512sums="
16d59c81e331b54b52639826f83408d98144cdaa70eacc3e8ce35dc3b13992e4794cf7515eb9db200efd390a0c0e35ae9
d4706fbe0ca6a8d236189e88870720c license-list-data-3.27.0.tar.gz
"

# Automatically generated by apkgbuild-cpan, template 4
# Contributor: Valery Kartel <valery.kartel@gmail.com>
# Maintainer: Celeste <cielesti@protonmail.com>
maintainer="Celeste <cielesti@protonmail.com>"
pkgname=perl-bsd-resource
pkgver=1.2911
pkgrel=11
#_pkgreal is used by apkgbuild-cpan to find modules at MetaCpan
_pkgreal=BSD-Resource
pkgdesc="Perl extension implements the BSD process resource limit functions"
url="https://metacpan.org/release/BSD-Resource/"
arch="all"
license="Artistic-2.0 OR LGPL-2.0"
depends="perl"
makedepends="perl-dev"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/J/JH/JHI/BSD-Resource-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
INSTALLDIRS=vendor \
NO_PACKLIST=1 \
NO_PERLLOCAL=1
make
}

check() {
export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
make test
}

package() {
make DESTDIR="$pkgdir" install
}

```

```
sha512sums="
d0032d41c7c0468ed1c6d8f57b885f6cb97a5039d754c8cb60b2067daedaf53bd15fb6561a3d0f828df16dfa5417f663b
8065ba65f4fea16dc9262728b3b6b85
  BSD-Resource-1.2911.tar.gz
"
```

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Version 3, 29 June 2007

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```
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```

```
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```

```
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under certain conditions; type `show c' for details.
```

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```
<https://www.gnu.org/licenses/why-not-lgpl.html>.
```

```
maintainer="Achill Gilgenast <achill@achill.org>"
```

```
pkgname=cargo-license
```

```
pkgver=0.7.0
```

```
pkgrel=1
```

```
pkgdesc="Cargo subcommand to see license of dependencies"
```

```
url="https://github.com/onur/cargo-license"
```

```

arch="all"
license="MIT"
makedepends="cargo cargo-auditable"
source="$pkgname-$pkgver.tar.gz::https://crates.io/api/v1/crates/cargo-license/$pkgver/download"

prepare() {
    default_prepare

    cargo fetch --target="$CTARGET" --locked
}

build() {
    cargo auditable build --release --frozen
}

check() {
    cargo test --frozen
}

package() {
    install -Dm755 target/release/cargo-license -t "$pkgdir"/usr/bin
}

sha512sums="
9b3f0ead35515e85ef4074ebdbdbe5b9ec8bcaec244fabe414e2ed60f90366e8b1692d8bf7ffe4c07d778e60d94bab86bc
0c8be9823232e9c360a38bc65e9c5a cargo-license-0.7.0.tar.gz
"

# Contributor: Maxim Karasev <begs@disroot.org>
# Maintainer: mio <miyopan@e.email>
pkgname=bsd-games
pkgver=3.3
pkgrel=2
pkgdesc="traditional text mode games from BSD"
url="https://bsd-games.sourceforge.io/"
arch="all"
license="BSD-3-Clause"
install="$pkgname.post-install"
makedepends="ncurses-dev coreutils" # configure causes busybox expr error
subpackages="$pkgname-doc"
source="https://sourceforge.net/projects/bsd-games/files/bsd-games-$pkgver.tar.gz
0001-bsd-games-scores-dir.patch
"

options="!check" # no tests

build() {
    # some GNU autoconf options are ignored, but it works
    ./configure \
        --build=$CBUILD \

```

```

--host=$CHOST \
--prefix=/usr \
--sysconfdir=/etc \
--mandir=/usr/share/man \
--scoredir=/usr/share/$pkgname
make
}

package() {
make DESTDIR="$pkgdir" install
install -Dm644 LICENSE "$pkgdir"/usr/share/licenses/bsd-games/LICENSE
}

sha512sums="
aaf36d09d4fe68514a5c279063d7e77a9a9a84c447037cba974b29faa07eb80c2aab2379d0699c196b5c27ffe1b2bb2c6
8d3390143e0e62d5e3d210ccfb61294
    bsd-games-3.3.tar.gz
e1def0d4835a877242c4173fae862e278a7858738e0bacacbb045a42bcabec2aa7c72d000bbd2421ce35fe66cdc1f52c0
577b7e278029ca5ed50f7aab22319f6 0001-bsd-games-scores-dir.patch
"

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WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE
SOFTWARE.
# Maintainer: Natanael Copa <ncopa@alpinelinux.org>
pkgname=libart-lgpl
pkgver=2.3.21
pkgrel=8
pkgdesc="A library for high-performance 2D graphics"
url="https://www.levien.com/libart/"

```



```

arch="all"
options="!check" # No test suite.
license="GPL-2.0-or-later"
subpackages="$pkgname-dev"
source="https://download.gnome.org/sources/libart_lgpl/2.3/libart_lgpl-$pkgver.tar.bz2"
"

builddir="$srcdir"/libart_lgpl-$pkgver

prepare() {
    update_config_sub
    default_prepare
}

build() {
    ./configure \
        --build=$CBUILD \
        --host=$CHOST \
        --prefix=/usr
    make
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="8a632a6a4da59e5e8c02ec2f5a57e36d182b325b46513765425e5f171ff9ae326af1b133725beba28f7e7
6654309e001aee9bace727b5b4c8589405256a3c020 libart_lgpl-2.3.21.tar.bz2"
mini_sendmail - accept email on behalf of real sendmail

```

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Contributor: Sören Tempel <soeren+alpine@soeren-tempel.net>

Contributor: Leonardo Arena <malrd@alpinelinux.org>

Maintainer: Natanael Copa <ncopa@alpinelinux.org>

pkgname=util-linux

pkgver=2.41.2

pkgrel=0

pkgdesc="Random collection of Linux utilities"

url="https://git.kernel.org/cgit/utils/util-linux/util-linux.git"

arch="all"

license="GPL-3.0-or-later AND GPL-2.0-or-later AND GPL-2.0-only AND GPL-1.0-only AND LGPL-2.1-or-later AND BSD-1-Clause AND BSD-3-Clause AND BSD-4-Clause-UC AND MIT AND Public-Domain"

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The text rotation code in w_rottext.c was written by Alan Richardson.

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The Kohonen neural network code for color optimization was written by Anthony Dekker.

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The X-Spline code was written Carole Blanc (blanc@labri.u-bordeaux.fr) and Christophe Schlick (schlick@labri.u-bordeaux.fr) starting from an initial implementation done by C. Feuille, S. Grosbois, L. Maziere and L. Minihot as a student practice (Universite Bordeaux, France). For additional information about X-splines, see:

"X-Splines: A Spline Model Designed for the End User" by C. Blanc and C. Schlick, Proceedings of SIGGRAPH'95
<http://dept-info.labri.u-bordeaux.fr/~schlick/DOC/sig1.html>

```

# Contributor: Fabian Affolter <fabian@affolter-engineering.ch>
# Maintainer: Fabian Affolter <fabian@affolter-engineering.ch>
pkgname=py3-flake8-copyright
_pkgname=flake8-copyright
pkgver=0.2.4
pkgrel=3
pkgdesc="Extension for flake8 which checks for copyrights"
options="!check" # No testsuite
url="https://github.com/savoirfairelinux/flake8-copyright"
arch="noarch"
license="MIT"
depends="py3-flake8 py3-setuptools"
makedepends="py3-gp517 py3-wheel"
subpackages="$pkgname-pyc"
source="https://files.pythonhosted.org/packages/source/${_pkgname:0:1}/${_pkgname}/${_pkgname}-${pkgver}.tar.gz"
builddir="$srcdir"/$_pkgname-$pkgver

replaces="py-flake8-copyright"          # Backwards compatibility
provides="py-flake8-copyright=${pkgver}-r${pkgrel}" # Backwards compatibility

build() {
    gp517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}

package() {
    gp517 install-wheel --destdir "$pkgdir" \
        .dist/*.whl
}

sha512sums="
a6ab47e1bb715618f075c51f398e18180404871b3b0faf1c2d30701d5203db6bc23771bf22ffb5bafcd8ee856b9b64237
b316bd503ae7dceed6ca284ccd5a74d
    flake8-copyright-0.2.4.tar.gz
"
(The MIT License)

```

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/* \$NetBSD: tree.h,v 1.20 2013/09/14 13:20:45 joerg Exp \$ */

/* \$OpenBSD: tree.h,v 1.13 2011/07/09 00:19:45 pirofti Exp \$ */

/* Modified by Void Linux. */

/*

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*/

#ifndef _SYS_TREE_H_

#define _SYS_TREE_H_

#ifdef __GNUC__

#define __GNUC_PREREQ__(x, y) \

((__GNUC__ == (x) && __GNUC_MINOR__ >= (y)) || \

(__GNUC__ > (x)))

#else

```

#define __GNUC_PREREQ__(x, y) 0
#endif

#if __GNUC_PREREQ__(2, 7) || defined(__lint__)
#define _sys_tree_h_unused __attribute__((__unused__))
#else
#define _sys_tree_h_unused /* delete */
#endif

/*
 * This file defines data structures for different types of trees:
 * splay trees and red-black trees.
 *
 * A splay tree is a self-organizing
 * data structure. Every operation
 * on the tree causes a splay to happen. The splay moves the requested
 * node to the root of the tree and partly rebalances it.
 *
 * This has the benefit that request locality causes faster lookups as
 * the requested nodes move to the top of the tree. On the other hand,
 * every lookup causes memory writes.
 *
 * The Balance Theorem bounds the total access time for m operations
 * and n inserts on an initially empty tree as  $O((m + n)\lg n)$ . The
 * amortized cost for a sequence of m accesses to a splay tree is  $O(\lg n)$ ;
 *
 * A red-black tree is a binary search tree with the node color as an
 * extra attribute. It fulfills a set of conditions:
 * - every search path from the root to a leaf consists of the
 *   same number of black nodes,
 * - each red node (except for the root) has a black parent,
 * - each leaf node is black.
 *
 * Every operation on a red-black tree is bounded as  $O(\lg n)$ .
 * The maximum height of a red-black tree is  $2\lg(n+1)$ .
 */

#define SPLAY_HEAD(name, type) \
struct name { \
    struct type *sph_root; /* root of the tree */ \
}

#define SPLAY_INITIALIZER(root) \
{ NULL }

#define SPLAY_INIT(root) do { \
    (root)->sph_root = NULL; \
} while (/*CONSTCOND*/ 0)

```

```

#define SPLAY_ENTRY(type)    \
struct {                      \
    struct type *spe_left; /* left element */ \
    struct type *spe_right; /* right element */ \
}

#define SPLAY_LEFT(elm, field) (elm)->field.spe_left
#define SPLAY_RIGHT(elm, field) (elm)->field.spe_right
#define SPLAY_ROOT(head) (head)->sph_root
#define SPLAY_EMPTY(head) (SPLAY_ROOT(head) == NULL)

/* SPLAY_ROTATE_{LEFT,RIGHT} expect that tmp hold SPLAY_{RIGHT,LEFT} */
#define SPLAY_ROTATE_RIGHT(head, tmp, field) do { \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(tmp, field); \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ROTATE_LEFT(head, tmp, field) do { \
    SPLAY_RIGHT((head)->sph_root, \
    field) = SPLAY_LEFT(tmp, field); \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    (head)->sph_root = tmp; \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKLEFT(head, tmp, field) do { \
    SPLAY_LEFT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_LEFT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_LINKRIGHT(head, tmp, field) do { \
    SPLAY_RIGHT(tmp, field) = (head)->sph_root; \
    tmp = (head)->sph_root; \
    (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field); \
} while (/*CONSTCOND*/ 0)

#define SPLAY_ASSEMBLE(head, node, left, right, field) do { \
    SPLAY_RIGHT(left, field) = SPLAY_LEFT((head)->sph_root, field); \
    SPLAY_LEFT(right, field) = SPLAY_RIGHT((head)->sph_root, field); \
    SPLAY_LEFT((head)->sph_root, field) = SPLAY_RIGHT(node, field); \
    SPLAY_RIGHT((head)->sph_root, field) = SPLAY_LEFT(node, field); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */

#define

```

```

    SPLAY_PROTOTYPE(name, type, field, cmp) \
void name##_SPLAY(struct name *, struct type *); \
void name##_SPLAY_MINMAX(struct name *, int); \
struct type *name##_SPLAY_INSERT(struct name *, struct type *); \
struct type *name##_SPLAY_REMOVE(struct name *, struct type *); \
\
/* Finds the node with the same key as elm */ \
static __inline struct type * \
name##_SPLAY_FIND(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) \
        return(NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head->sph_root) == 0) \
        return (head->sph_root); \
    return (NULL); \
} \
\
static __inline _sys_tree_h_unused struct type * \
name##_SPLAY_NEXT(struct name *head, struct type *elm) \
{ \
    name##_SPLAY(head, elm); \
    if (SPLAY_RIGHT(elm, field) != NULL) { \
        elm = SPLAY_RIGHT(elm, field); \
        while (SPLAY_LEFT(elm, field) != NULL) { \
            elm = SPLAY_LEFT(elm, field); \
        } \
    } \
    else \
        elm = NULL; \
    return (elm); \
} \
\
static _sys_tree_h_unused __inline struct type * \
name##_SPLAY_MIN_MAX(struct name *head, int val) \
{ \
    name##_SPLAY_MINMAX(head, val); \
    return (SPLAY_ROOT(head)); \
} \
\
/* Main splay operation.
 * Moves node close to the key of elm to top
 */
#define SPLAY_GENERATE(name, type, field, cmp) \
struct type * \
name##_SPLAY_INSERT(struct name *head, struct type *elm) \
{ \
    if (SPLAY_EMPTY(head)) { \

```

```

    SPLAY_LEFT(elm, field) = SPLAY_RIGHT(elm, field) = NULL; \
} else { \
    int __comp; \
    name##_SPLAY(head, elm); \
    __comp = (cmp)(elm, (head)->sph_root); \
    if(__comp < 0) { \
        SPLAY_LEFT(elm, field) = SPLAY_LEFT((head)->sph_root, field);\
        SPLAY_RIGHT(elm, field) = (head)->sph_root; \
        SPLAY_LEFT((head)->sph_root, field) = NULL; \
    } else if (__comp > 0) { \
        SPLAY_RIGHT(elm,
field) = SPLAY_RIGHT((head)->sph_root, field);\
        SPLAY_LEFT(elm, field) = (head)->sph_root; \
        SPLAY_RIGHT((head)->sph_root, field) = NULL; \
    } else \
        return ((head)->sph_root); \
} \
(head)->sph_root = (elm); \
return (NULL); \
} \
\
struct type * \
name##_SPLAY_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *__tmp; \
    if (SPLAY_EMPTY(head)) \
        return (NULL); \
    name##_SPLAY(head, elm); \
    if ((cmp)(elm, (head)->sph_root) == 0) { \
        if (SPLAY_LEFT((head)->sph_root, field) == NULL) { \
            (head)->sph_root = SPLAY_RIGHT((head)->sph_root, field);\
        } else { \
            __tmp = SPLAY_RIGHT((head)->sph_root, field);\
            (head)->sph_root = SPLAY_LEFT((head)->sph_root, field);\
            name##_SPLAY(head, elm); \
            SPLAY_RIGHT((head)->sph_root, field) = __tmp; \
        } \
        return (elm); \
    } \
    return (NULL); \
} \
\
void \
name##_SPLAY(struct
name *head, struct type *elm) \
{ \
    struct type __node, *__left, *__right, *__tmp; \
    int __comp; \

```



```

\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while ((__comp = (cmp)(elm, (head)->sph_root)) != 0) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\
if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKLEFT(head, __right, field);\
} else if (__comp > 0) { \
__tmp = SPLAY_RIGHT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if ((cmp)(elm, __tmp) > 0){ \
SPLAY_ROTATE_LEFT(head, __tmp, field);\
if (SPLAY_RIGHT((head)->sph_root, field) == NULL)\
break; \
} \
SPLAY_LINKRIGHT(head, __left, field);\
} \
} \
SPLAY_ASSEMBLE(head,
&__node, __left, __right, field);\
} \
\
/* Splay with either the minimum or the maximum element \
* Used to find minimum or maximum element in tree. \
*/ \
void name##_SPLAY_MINMAX(struct name *head, int __comp) \
{ \
struct type __node, *__left, *__right, *__tmp; \
\
SPLAY_LEFT(&__node, field) = SPLAY_RIGHT(&__node, field) = NULL;\
__left = __right = &__node; \
\
while (1) { \
if (__comp < 0) { \
__tmp = SPLAY_LEFT((head)->sph_root, field);\
if (__tmp == NULL) \
break; \
if (__comp < 0){ \
SPLAY_ROTATE_RIGHT(head, __tmp, field);\

```

```

    if (SPLAY_LEFT((head)->sph_root, field) == NULL)\
        break; \
} \
SPLAY_LINKLEFT(head, __right, field); \
} else if (__comp > 0) { \
    __tmp = SPLAY_RIGHT((head)->sph_root, field);\
    if (__tmp == NULL) \
        break; \
    if (__comp > 0) { \
        SPLAY_ROTATE_LEFT(head, __tmp, field);\
        if (SPLAY_RIGHT((head)->sph_root,
field) == NULL)\
            break; \
    } \
    SPLAY_LINKRIGHT(head, __left, field); \
} \
} \
SPLAY_ASSEMBLE(head, &__node, __left, __right, field); \
}

#define SPLAY_NEGINF -1
#define SPLAY_INF 1

#define SPLAY_INSERT(name, x, y) name##_SPLAY_INSERT(x, y)
#define SPLAY_REMOVE(name, x, y) name##_SPLAY_REMOVE(x, y)
#define SPLAY_FIND(name, x, y) name##_SPLAY_FIND(x, y)
#define SPLAY_NEXT(name, x, y) name##_SPLAY_NEXT(x, y)
#define SPLAY_MIN(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_NEGINF))
#define SPLAY_MAX(name, x) (SPLAY_EMPTY(x) ? NULL \
    : name##_SPLAY_MIN_MAX(x, SPLAY_INF))

#define SPLAY_FOREACH(x, name, head) \
    for ((x) = SPLAY_MIN(name, head); \
        (x) != NULL; \
        (x) = SPLAY_NEXT(name, head, x))

/* Macros that define a red-black tree */
#define RB_HEAD(name, type) \
struct name { \
    struct type *rbh_root; /* root of the tree */ \
}

#define RB_INITIALIZER(root) \
{ \
    NULL \
}

#define RB_INIT(root) do { \

```

```

(root)->rbh_root = NULL;  \
} while (/*CONSTCOND*/ 0)

#define RB_BLACK 0
#define RB_RED 1
#define RB_ENTRY(type)  \
struct {  \
    struct type *rbe_left; /* left element */ \
    struct type *rbe_right; /* right element */ \
    struct type *rbe_parent; /* parent element */ \
    int rbe_color; /* node color */ \
}

#define RB_LEFT(elm, field) (elm)->field.rbe_left
#define RB_RIGHT(elm, field) (elm)->field.rbe_right
#define RB_PARENT(elm, field) (elm)->field.rbe_parent
#define RB_COLOR(elm, field) (elm)->field.rbe_color
#define RB_ROOT(head) (head)->rbh_root
#define RB_EMPTY(head) (RB_ROOT(head) == NULL)

#define RB_SET(elm, parent, field) do {  \
    RB_PARENT(elm, field) = parent;  \
    RB_LEFT(elm, field) = RB_RIGHT(elm, field) = NULL; \
    RB_COLOR(elm, field) = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#define RB_SET_BLACKRED(black, red, field) do {  \
    RB_COLOR(black, field) = RB_BLACK;  \
    RB_COLOR(red, field) \
    = RB_RED;  \
} while (/*CONSTCOND*/ 0)

#ifndef RB_AUGMENT
#define RB_AUGMENT(x) do {} while (/*CONSTCOND*/ 0)
#endif

#define RB_ROTATE_LEFT(head, elm, tmp, field) do {  \
    (tmp) = RB_RIGHT(elm, field);  \
    if ((RB_RIGHT(elm, field) = RB_LEFT(tmp, field)) != NULL) { \
        RB_PARENT(RB_LEFT(tmp, field), field) = (elm); \
    }  \
    RB_AUGMENT(elm);  \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else  \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else  \

```

```

(head)->rbh_root = (tmp); \
RB_LEFT(tmp, field) = (elm); \
RB_PARENT(elm, field) = (tmp); \
RB_AUGMENT(tmp); \
if ((RB_PARENT(tmp, field))) \
    RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

#define RB_ROTATE_RIGHT(head, elm, tmp, field) do { \
    (tmp) = RB_LEFT(elm, field); \
    if ((RB_LEFT(elm, field) = RB_RIGHT(tmp, field)) \
        != NULL) { \
        RB_PARENT(RB_RIGHT(tmp, field), field) = (elm); \
    } \
    RB_AUGMENT(elm); \
    if ((RB_PARENT(tmp, field) = RB_PARENT(elm, field)) != NULL) { \
        if ((elm) == RB_LEFT(RB_PARENT(elm, field), field)) \
            RB_LEFT(RB_PARENT(elm, field), field) = (tmp); \
        else \
            RB_RIGHT(RB_PARENT(elm, field), field) = (tmp); \
    } else \
        (head)->rbh_root = (tmp); \
    RB_RIGHT(tmp, field) = (elm); \
    RB_PARENT(elm, field) = (tmp); \
    RB_AUGMENT(tmp); \
    if ((RB_PARENT(tmp, field))) \
        RB_AUGMENT(RB_PARENT(tmp, field)); \
} while (/*CONSTCOND*/ 0)

/* Generates prototypes and inline functions */
#define RB_PROTOTYPE(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp,)
#define RB_PROTOTYPE_STATIC(name, type, field, cmp) \
    RB_PROTOTYPE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_PROTOTYPE_INTERNAL(name, type, field, cmp, attr) \
    attr void name##_RB_INSERT_COLOR(struct name *, struct \
        type *); \
    attr void name##_RB_REMOVE_COLOR(struct name *, struct type *, struct type *); \
    attr struct type *name##_RB_REMOVE(struct name *, struct type *); \
    attr struct type *name##_RB_INSERT(struct name *, struct type *); \
    attr struct type *name##_RB_FIND(struct name *, struct type *); \
    attr struct type *name##_RB_NFIND(struct name *, struct type *); \
    attr struct type *name##_RB_NEXT(struct type *); \
    attr struct type *name##_RB_PREV(struct type *); \
    attr struct type *name##_RB_MINMAX(struct name *, int); \
    \

/* Main rb operation.

```

```

* Moves node close to the key of elm to top
*/
#define RB_GENERATE(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp,)
#define RB_GENERATE_STATIC(name, type, field, cmp) \
    RB_GENERATE_INTERNAL(name, type, field, cmp, _sys_tree_h_unused static)
#define RB_GENERATE_INTERNAL(name, type, field, cmp, attr) \
    attr void \
name##_RB_INSERT_COLOR(struct name *head, struct type *elm) \
{ \
    struct type \
    *parent, *gparent, *tmp; \
    while ((parent = RB_PARENT(elm, field)) != NULL && \
        RB_COLOR(parent, field) == RB_RED) { \
        gparent = RB_PARENT(parent, field); \
        if (parent == RB_LEFT(gparent, field)) { \
            tmp = RB_RIGHT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_RIGHT(parent, field) == elm) { \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = parent; \
                parent = elm; \
                elm = tmp; \
            } \
            RB_SET_BLACKRED(parent, gparent, field); \
            RB_ROTATE_RIGHT(head, gparent, tmp, field); \
        } else { \
            tmp = RB_LEFT(gparent, field); \
            if (tmp && RB_COLOR(tmp, field) == RB_RED) { \
                RB_COLOR(tmp, field) = RB_BLACK; \
                RB_SET_BLACKRED(parent, gparent, field);\
                elm = gparent; \
                continue; \
            } \
            if (RB_LEFT(parent, field) == elm) \
        { \
            RB_ROTATE_RIGHT(head, parent, tmp, field);\
            tmp = parent; \
            parent = elm; \
            elm = tmp; \
        } \
        RB_SET_BLACKRED(parent, gparent, field); \
        RB_ROTATE_LEFT(head, gparent, tmp, field); \
    }

```

```

    } \
} \
RB_COLOR(head->rbh_root, field) = RB_BLACK; \
} \
    \
attr void \
name##_RB_REMOVE_COLOR(struct name *head, struct type *parent, struct type *elm) \
{ \
    struct type *tmp; \
    while ((elm == NULL || RB_COLOR(elm, field) == RB_BLACK) && \
        elm != RB_ROOT(head)) { \
        if (RB_LEFT(parent, field) == elm) { \
            tmp = RB_RIGHT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \
                RB_SET_BLACKRED(tmp, parent, field); \
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                tmp = RB_RIGHT(parent, field); \
            } \
            if ((RB_LEFT(tmp, field) == NULL || \
                RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) && \
                (RB_RIGHT(tmp, field) == NULL || \
                RB_COLOR(RB_RIGHT(tmp, \
field), field) == RB_BLACK)) {\
                RB_COLOR(tmp, field) = RB_RED; \
                elm = parent; \
                parent = RB_PARENT(elm, field); \
            } else { \
                if (RB_RIGHT(tmp, field) == NULL || \
                    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK) {\
                    struct type *oleft; \
                    if ((oleft = RB_LEFT(tmp, field)) \
                        != NULL) \
                        RB_COLOR(oleft, field) = RB_BLACK;\
                    RB_COLOR(tmp, field) = RB_RED; \
                    RB_ROTATE_RIGHT(head, tmp, oleft, field);\
                    tmp = RB_RIGHT(parent, field); \
                } \
                RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
                RB_COLOR(parent, field) = RB_BLACK; \
                if (RB_RIGHT(tmp, field)) \
                    RB_COLOR(RB_RIGHT(tmp, field), field) = RB_BLACK;\
                RB_ROTATE_LEFT(head, parent, tmp, field);\
                elm = RB_ROOT(head); \
                break; \
            } \
        } else { \
            tmp = RB_LEFT(parent, field); \
            if (RB_COLOR(tmp, field) == RB_RED) { \

```

```

    RB_SET_BLACKRED(tmp, parent, field); \
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    tmp
= RB_LEFT(parent, field); \
} \
if ((RB_LEFT(tmp, field) == NULL || \
    RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) &&\
    (RB_RIGHT(tmp, field) == NULL || \
    RB_COLOR(RB_RIGHT(tmp, field), field) == RB_BLACK)) {\
    RB_COLOR(tmp, field) = RB_RED; \
    elm = parent; \
    parent = RB_PARENT(elm, field); \
} else { \
    if (RB_LEFT(tmp, field) == NULL || \
        RB_COLOR(RB_LEFT(tmp, field), field) == RB_BLACK) {\
        struct type *oright; \
        if ((oright = RB_RIGHT(tmp, field)) \
            != NULL) \
            RB_COLOR(oright, field) = RB_BLACK;\
        RB_COLOR(tmp, field) = RB_RED; \
        RB_ROTATE_LEFT(head, tmp, oright, field);\
        tmp = RB_LEFT(parent, field); \
    } \
    RB_COLOR(tmp, field) = RB_COLOR(parent, field);\
    RB_COLOR(parent, field) = RB_BLACK; \
    if (RB_LEFT(tmp, field)) \
        RB_COLOR(RB_LEFT(tmp, field), field) = RB_BLACK;\
    RB_ROTATE_RIGHT(head, parent, tmp, field);\
    elm = RB_ROOT(head); \
    break; \
} \
} \
} \
if
(elm) \
    RB_COLOR(elm, field) = RB_BLACK; \
} \
\
attr struct type * \
name##_RB_REMOVE(struct name *head, struct type *elm) \
{ \
    struct type *child, *parent, *old = elm; \
    int color; \
    if (RB_LEFT(elm, field) == NULL) \
        child = RB_RIGHT(elm, field); \
    else if (RB_RIGHT(elm, field) == NULL) \
        child = RB_LEFT(elm, field); \
    else { \

```

```

struct type *left;  \
elm = RB_RIGHT(elm, field);  \
while ((left = RB_LEFT(elm, field)) != NULL) \
    elm = left;  \
child = RB_RIGHT(elm, field);  \
parent = RB_PARENT(elm, field);  \
color = RB_COLOR(elm, field);  \
if (child)  \
    RB_PARENT(child, field) = parent; \
if (parent) {  \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else  \
        RB_RIGHT(parent, field) = child; \
    RB_AUGMENT(parent);  \
} else  \
    RB_ROOT(head)
= child;  \
if (RB_PARENT(elm, field) == old) \
    parent = elm;  \
(elm)->field = (old)->field;  \
if (RB_PARENT(old, field)) {  \
    if (RB_LEFT(RB_PARENT(old, field), field) == old)\
        RB_LEFT(RB_PARENT(old, field), field) = elm;\
    else  \
        RB_RIGHT(RB_PARENT(old, field), field) = elm;\
    RB_AUGMENT(RB_PARENT(old, field)); \
} else  \
    RB_ROOT(head) = elm;  \
RB_PARENT(RB_LEFT(old, field), field) = elm; \
if (RB_RIGHT(old, field))  \
    RB_PARENT(RB_RIGHT(old, field), field) = elm; \
if (parent) {  \
    left = parent;  \
    do {  \
        RB_AUGMENT(left); \
    } while ((left = RB_PARENT(left, field)) != NULL); \
}  \
goto color;  \
}  \
parent = RB_PARENT(elm, field);  \
color = RB_COLOR(elm, field);  \
if (child)  \
    RB_PARENT(child, field) = parent; \
if (parent) {  \
    if (RB_LEFT(parent, field) == elm) \
        RB_LEFT(parent, field) = child; \
    else  \

```



```

    RB_RIGHT(parent,
field) = child; \
    RB_AUGMENT(parent); \
} else \
    RB_ROOT(head) = child; \
color: \
if (color == RB_BLACK) \
    name##_RB_REMOVE_COLOR(head, parent, child); \
return (old); \
} \
\
/* Inserts a node into the RB tree */ \
attr struct type * \
name##_RB_INSERT(struct name *head, struct type *elm) \
{ \
    struct type *tmp; \
    struct type *parent = NULL; \
    int comp = 0; \
    tmp = RB_ROOT(head); \
    while (tmp) { \
        parent = tmp; \
        comp = (cmp)(elm, parent); \
        if (comp < 0) \
            tmp = RB_LEFT(tmp, field); \
        else if (comp > 0) \
            tmp = RB_RIGHT(tmp, field); \
        else \
            return (tmp); \
    } \
    RB_SET(elm, parent, field); \
    if (parent != NULL) { \
        if (comp < 0) \
            RB_LEFT(parent, field) = elm; \
        else \
            RB_RIGHT(parent, field) = elm; \
        RB_AUGMENT(parent); \
    } else \
        RB_ROOT(head) = elm; \
    name##_RB_INSERT_COLOR(head,
elm); \
    return (NULL); \
} \
\
/* Finds the node with the same key as elm */ \
attr struct type * \
name##_RB_FIND(struct name *head, struct type *elm) \
{ \
    struct type *tmp = RB_ROOT(head); \

```

```

int comp;    \
while (tmp) {    \
    comp = cmp(elm, tmp);    \
    if (comp < 0)    \
        tmp = RB_LEFT(tmp, field);    \
    else if (comp > 0)    \
        tmp = RB_RIGHT(tmp, field);    \
    else    \
        return (tmp);    \
}    \
return (NULL);    \
}    \
    \
/* Finds the first node greater than or equal to the search key */\
attr struct type *    \
name##_RB_NFIND(struct name *head, struct type *elm)    \
{    \
    struct type *tmp = RB_ROOT(head);    \
    struct type *res = NULL;    \
    int comp;    \
    while (tmp) {    \
        comp = cmp(elm, tmp);    \
        if (comp < 0) {    \
            res = tmp;    \
            tmp = RB_LEFT(tmp, field);    \
        }    \
        else if (comp > 0)    \
            tmp =    \
RB_RIGHT(tmp, field);    \
        else    \
            return (tmp);    \
    }    \
    return (res);    \
}    \
    \
/* ARGSUSED */    \
attr struct type *    \
name##_RB_NEXT(struct type *elm)    \
{    \
    if (RB_RIGHT(elm, field)) {    \
        elm = RB_RIGHT(elm, field);    \
        while (RB_LEFT(elm, field))    \
            elm = RB_LEFT(elm, field);    \
    } else {    \
        if (RB_PARENT(elm, field) &&    \
            (elm == RB_LEFT(RB_PARENT(elm, field), field)))    \
            elm = RB_PARENT(elm, field);    \
        else {    \

```

```

while (RB_PARENT(elm, field) && \
      (elm == RB_RIGHT(RB_PARENT(elm, field), field)))\
    elm = RB_PARENT(elm, field); \
elm = RB_PARENT(elm, field); \
} \
} \
return (elm); \
} \
\
/* ARGSUSED */ \
attr struct type * \
name##_RB_PREV(struct type *elm) \
{ \
    if (RB_LEFT(elm, field)) { \
        elm = RB_LEFT(elm, field); \
        while (RB_RIGHT(elm, field)) \
            elm = RB_RIGHT(elm, field); \
    } \
    else { \
        if (RB_PARENT(elm, field) && \
            (elm == RB_RIGHT(RB_PARENT(elm, field), field))) \
            elm = RB_PARENT(elm, field); \
        else { \
            while (RB_PARENT(elm, field) && \
                    (elm == RB_LEFT(RB_PARENT(elm, field), field)))\
                elm = RB_PARENT(elm, field); \
            elm = RB_PARENT(elm, field); \
        } \
    } \
    return (elm); \
} \
\
attr struct type * \
name##_RB_MINMAX(struct name *head, int val) \
{ \
    struct type *tmp = RB_ROOT(head); \
    struct type *parent = NULL; \
    while (tmp) { \
        parent = tmp; \
        if (val < 0) \
            tmp = RB_LEFT(tmp, field); \
        else \
            tmp = RB_RIGHT(tmp, field); \
    } \
    return (parent); \
}

```

```

#define RB_NEGINF -1

```

```

#define RB_INF 1

#define RB_INSERT(name, x, y) name##_RB_INSERT(x, y)
#define RB_REMOVE(name, x, y) name##_RB_REMOVE(x, y)
#define RB_FIND(name, x, y) name##_RB_FIND(x, y)
#define RB_NFIND(name, x, y) name##_RB_NFIND(x,
y)
#define RB_NEXT(name, x, y) name##_RB_NEXT(y)
#define RB_PREV(name, x, y) name##_RB_PREV(y)
#define RB_MIN(name, x) name##_RB_MINMAX(x, RB_NEGINF)
#define RB_MAX(name, x) name##_RB_MINMAX(x, RB_INF)

#define RB_FOREACH(x, name, head) \
for ((x) = RB_MIN(name, head); \
(x) != NULL; \
(x) = name##_RB_NEXT(x))

#define RB_FOREACH_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_SAFE(x, name, head, y) \
for ((x) = RB_MIN(name, head); \
((x) != NULL) && ((y) = name##_RB_NEXT(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE(x, name, head) \
for ((x) = RB_MAX(name, head); \
(x) != NULL; \
(x) = name##_RB_PREV(x))

#define RB_FOREACH_REVERSE_FROM(x, name, y) \
for ((x) = (y); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#define RB_FOREACH_REVERSE_SAFE(x, name,
head, y) \
for ((x) = RB_MAX(name, head); \
((x) != NULL) && ((y) = name##_RB_PREV(x), (x) != NULL); \
(x) = (y))

#endif /* _SYS_TREE_H */
# Contributor: Wen Heping <wenhepingalpine@sohu.com>
# Maintainer: Wen Heping <wenhepingalpine@sohu.com>
pkgname=perl-software-license
pkgver=0.104007

```

```

pkgrel=0
# _pkgreal is used by apkbuild-cpan to find modules at MetaCpan
_pkgreal=Software-License
pkgdesc="packages that provide templated software licenses"
url="https://metacpan.org/release/Software-License/"
arch="noarch"
license="GPL-1.0-or-later OR Artistic-1.0-Perl"
depends="perl perl-data-section perl-text-template"
checkdepends="perl-try-tiny"
subpackages="$pkgname-doc"
source="https://cpan.metacpan.org/authors/id/L/LE/LEONT/Software-License-$pkgver.tar.gz"
builddir="$srcdir/${_pkgreal}-${pkgver}"

build() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    PERL_MM_USE_DEFAULT=1 perl -I. Makefile.PL \
        INSTALLDIRS=vendor \
        NO_PACKLIST=1 \
        NO_PERLLOCAL=1
    make
}

check() {
    export CFLAGS=$(perl -MConfig -E 'say $Config{ccflags}')
    make test
}

package() {
    make DESTDIR="$pkgdir" install
}

sha512sums="
12d75e9583b3013d9b4a282467f1ac80ab6b7f3251926d66591d01404489b528f22adc396dfd4528a0f0ca650f0eed6d
9c959e69eace2169c6ed1cffe5277e4
    Software-License-0.104007.tar.gz
"
(The MIT License)

```

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Contributor: Dhruvin Gandhi <contact@dhruvin>

Maintainer: Patrycja Rosa <alpine@ptrcnull.me>

pkgname=py3-license-expression

_pkgname=license_expression

pkgver=30.4.4

pkgrel=0

pkgdesc="Library to parse, compare, simplify and normalize license expressions"

url="https://github.com/nexB/license-expression"

arch="noarch"

license="Apache-2.0"

depends="python3 py3-boolean.py"

makedepends="py3-setuptools py3-setuptools_scm py3-gpep517 py3-wheel"

checkdepends="py3-pytest py3-pytest-xdist"

subpackages="\$pkgname-pyc"

source="https://files.pythonhosted.org/packages/source/l/_pkgname/_pkgname-\$pkgver.tar.gz"

builddir="\$srcdir/\$pkgname-\$pkgver"

```
build() {
    gpep517 build-wheel \
        --wheel-dir .dist \
        --output-fd 3 3>&1 >&2
}
```

```
check() {
    python3 -m venv --clear --without-pip --system-site-packages .testenv
    .testenv/bin/python3 -m installer .dist/*.whl
    .testenv/bin/python3 -m pytest
}
```

```
package() {
    python3 -m installer -d "$pkgdir" \
        .dist/*.whl
}
```

sha512sums="

f46dd4cf524b3962115fe26f5545bfdd6767275b482724af51e7ca07da79244969a3bfc5d2fd5b95bc0f19d1b95a26a8f3
ab36c676e56ec302178d7166588066

1.509 spring-boot 3.5.8

1.509.1 Available under license :

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1.510 json-java 20231013

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1.511 tomcat-servlet-api 6.0

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Manifest-Version: 1.0

Created-By: Apache Maven Bundle Plugin

Build-Jdk-Spec: 11

Bnd-LastModified: 1652339954197

Build-Jdk: 11.0.2
Built-By: jenkins
Bundle-Description: Jakarta Servlet 6.0
Bundle-DocURL: <https://www.eclipse.org>
Bundle-License: <http://www.eclipse.org/legal/epl-2.0>, <https://www.gnu.org/software/classpath/license.html>
Bundle-ManifestVersion: 2
Bundle-Name: Jakarta Servlet
Bundle-SymbolicName: jakarta.servlet-api
Bundle-Vendor: Eclipse Foundation
Bundle-Version: 6.0.0
Export-Package: jakarta.servlet;uses="jakarta.servlet.annotation,jakarta.servlet.descriptor";version="6.0.0",jakarta.servlet.annotation;uses="jakarta.servlet";version="6.0.0",jakarta.servlet.descriptor;version="6.0.0",jakarta.servlet.http;uses="jakarta.servlet";version="6.0.0",jakarta.servlet.resources;version="6.0.0"
Extension-Name: jakarta.servlet
Implementation-Vendor: Eclipse Foundation
Implementation-Vendor-Id: org.eclipse
Implementation-Version:
6.0.0
Import-Package: jakarta.servlet,jakarta.servlet.annotation,jakarta.servlet.descriptor
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=11))"
Specification-Vendor: Eclipse Foundation
Specification-Version: 6.0
Tool: Bnd-5.1.1.202006162103

Found in path(s):

* /jakarta-servlet-api-6-0-0-5-jar/META-INF/MANIFEST.MF

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* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings.properties

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/LocalStrings.properties

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/LocalStrings_ja.properties

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings_ja.properties

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings_fr.properties

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/http/LocalStrings_es.properties

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changed in transit. CONFIDENTIAL means that the application
CONFIDENTIAL flag will indicate that the use of SSL is
<xsd:enumeration value="CONFIDENTIAL"/>

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- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_2_5.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_3.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/j2ee_web_services_1_1.xsd
- *
- /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_client_1_2.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_4_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_3_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_2.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_2_1.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/j2ee_web_services_client_1_1.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_2_4.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_5.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-common_4_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_3_1.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_7.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_2_0.xsd
- *
- /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_client_1_3.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_1_2.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_client_1_4.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_3_1.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_4_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_6.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/j2ee_1_4.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_8.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_2_1.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_1_4.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/javaee_web_services_1_3.xsd
- *
- /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-common_3_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-common_3_1.xsd
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- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jakartaee_9.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-app_5_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_3_0.xsd
- * /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_3_0.xsd

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changed in transit. CONFIDENTIAL means that the application

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<xsd:enumeration value="CONFIDENTIAL"/>

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be sent in
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Used in: user

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* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jakartaee_10.xsd

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-fragment_6_0.xsd

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/web-jsptaglibrary_3_1.xsd

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jsp_3_1.xsd

* /jakarta-servlet-api-6-0-0-5-jar/jakarta/servlet/resources/jakartaee_web_services_2_0.xsd

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<![CDATA[

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- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
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- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
- web-fragment_3_1.xsd
- javaee_8.xsd
- web-app_4_0.xsd
- web-common_4_0.xsd
- web-fragment_4_0.xsd

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- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd

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- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
- web-fragment_3_1.xsd
- javaee_8.xsd
- web-app_4_0.xsd
- web-common_4_0.xsd
- web-fragment_4_0.xsd

may be obtained from:

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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd

- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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- jakartaee_10.xsd
- jakarta_web-services_2_0.xsd
- jakarta_web-services_client_2_0.xsd
- jsp_3_0.xsd
- jsp_3_1.xsd
- web-app_5_0.xsd
- web-app_6_0.xsd
- web-commonn_5_0.xsd
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1.514 tomcat-embed-websocket 10.1.49

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1.515 netty 4.1.128.Final

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Manifest-Version: 1.0

Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0>

Bundle-SymbolicName: io.netty.all

Built-By: runner

Bnd-LastModified: 1760452988985

Specification-Title: Netty/All-in-One

Implementation-Vendor-Id: io.netty

Bundle-DocURL: <https://netty.io/>

Import-Package: sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;
version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="
[1,2)";resolution:=optional,org.bouncycastle.jcajce.provider;version=
"[1.0,2)";resolution:=optional

Bundle-Name: Netty/All-in-One

Build-Jdk-Spec: 1.8

Implementation-Title: Netty/All-in-One
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.all
Implementation-Version: 4.1.128.Final
Specification-Vendor: The Netty Project
Bundle-ManifestVersion: 2
Bundle-Vendor:
The Netty Project
Tool: Bnd-6.3.1.202206071316
Implementation-Vendor: The Netty Project
Bundle-Version: 4.1.128.Final
Created-By: Apache Maven Bundle Plugin 5.1.8
Build-Jdk: 1.8.0_462
Specification-Version: 4.1
Implementation-URL: <https://netty.io/netty-all/>

Found in path(s):

* /netty-all-4-1-128-final-jar/META-INF/MANIFEST.MF

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/opt/cola/permits/2861907145_1768989331.238304/0/netty-all-4-1-128-final-jar/META-INF/maven/io.netty/netty-all/pom.xml<?xml version="1.0" encoding="UTF-8"?>

Found in path(s):

*

1.516 jaxb-api 2.3.1.1

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1.519 jaxb-runtime 4.0.2.1

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1.520 jackson-dataformat-toml 2.19.2

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