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1.5 process-nextick-args 2.0.1

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

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

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

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

------
Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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terms of http://asm.ow2.org/license.html

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

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Apache

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

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MortBay

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/Base64Helper.java
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* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/DoubleRecordedValuesIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/AbstractHistogramIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SynchronizedDoubleHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogReader.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogProcessor.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
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jar/org/HdrHistogram/HistogramIterationValue.java
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* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/HistogramLogScanner.java
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jar/org/HdrHistogram/DoubleRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/ConcurrentHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/EncodableHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/DoublePercentileIterator.java
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1.9 kerberos 1.17-3

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    FILE_SUFFIX: '.html',
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};
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
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lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_spnego.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in `src/lib/gssapi`, including the following files:

.. parsed-literal::

    lib/gssapi/generic/gssapi_err_generic.et
    lib/gssapi/mechglue/g_accept_sec_context.c
    lib/gssapi/mechglue/g_acquire_cred.c
    lib/gssapi/mechglue/g_canon_name.c
    lib/gssapi/mechglue/g_compare_name.c
    lib/gssapi/mechglue/g_context_time.c
    lib/gssapi/mechglue/g_delete_sec_context.c
    lib/gssapi/mechglue/g_dsp_name.c
    lib/gssapi/mechglue/g_dsp_status.c
    lib/gssapi/mechglue/g_dup_name.c
    lib/gssapi/mechglue/g_exp_sec_context.c
    lib/gssapi/mechglue/g_export_name.c
    lib/gssapi/mechglue/g_glue.c
    lib/gssapi/mechglue/g_imp_name.c
    lib/gssapi/mechglue/g_imp_sec_context.c
    lib/gssapi/mechglue/g_init_sec_context.c
    lib/gssapi/mechglue/g_initialize.c
    lib/gssapi/mechglue/g_inquire_context.c
    lib/gssapi/mechglue/g_inquire_cred.c
    lib/gssapi/mechglue/g_inquire_names.c
    lib/gssapi/mechglue/g_process_context.c
    lib/gssapi/mechglue/g_rel_buffer.c
    lib/gssapi/mechglue/g_rel_cred.c
and the initial implementation of incremental propagation, including the following new or changed files:

```
.. parsed-literal::

    include/iprop_hdr.h
    kadmin/server/ipropd_svc.c
    lib/kdb/iprop.x
    lib/kdb/kdb_convert.c
    lib/kdb/kdb_log.c
    lib/kdb/kdb_log.h
    lib/krb5/error_tables/kdb5_err.et
    kprop/kpropd_rpc.c
    kprop/kproplog.c
```

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import os
import sys
import re

def warn(fname, ln, msg):
    print '%s: %d: %s' % (fname, ln + 1, msg)

def indicates_license(line):
    return 'Copyright' in line or 'COPYRIGHT' in line or 'License' in line

def check_comment(comment, fname, ln, code_seen, nonlicense_seen):
    text_seen = False
    is_license = False
    for line in comment:
        if not is_license and indicates_license(line):
            is_license = True
        if text_seen:
            warn(fname, ln, 'License begins after first line of comment')
        elif code_seen:
            warn(fname, ln, 'License after code')
        if is_license:
            text_seen = True

# Check a comment for boilerplate violations. Return true if the comment
# is a license statement.
def check_comment(comment, fname, ln, code_seen, nonlicense_seen):
    text_seen = False
    is_license = False
    for line in comment:
        if not is_license and indicates_license(line):
            is_license = True
        if text_seen:
            warn(fname, ln, 'License begins after first line of comment')
        elif code_seen:
            warn(fname, ln, 'License after code')
elif nonlicense_seen:
    warn(fname, ln, 'License after non-license comments')
    break

# DB2 licenses start with /*- and we don't want to change them.
if line != "" and line != '-':
    text_seen = True
return is_license

def check_file(lines, fname):
    # Skip emacs mode line if present.
    ln = 0
    if '-*- mode: c;' in lines[ln]:
        ln += 1

    # Check filename comment if present.
    m = re.match(r'/\* ([^\s]*)( - .*)? */', lines[ln])
    if m:
        if m.group(1) != fname:
            warn(fname, ln, 'Wrong filename in comment')
        ln += 1

    # Scan for license statements.
    in_comment = False
    code_seen = False
    nonlicense_seen = False
    for line in lines[ln:]:
        # Strip out whitespace and comments contained within a line.
        if not in_comment:
            line = re.sub(r'/\*.*? */', '', line)
        line = line.strip()

        if not in_comment and '/*' in line:
            (line, sep, comment_part) = line.partition('/*')
            comment = [comment_part.strip()]
            comment_starts_at = ln
            in_comment = True
        elif in_comment and '*/' not in line:
            comment.append(line.lstrip('*').lstrip())
        elif in_comment:
            (comment_part, sep, line) = line.partition('*/')
            comment.append(comment_part.strip())

        is_license = check_comment(comment, fname, comment_starts_at,
                                    code_seen, nonlicense_seen)
        nonlicense_seen = nonlicense_seen or not is_license
        in_comment = False

        elif line.strip() != '':
            code_seen = True
for fname in sys.argv[1:]:
    if fname.startswith('./'):
        fname = fname[2:]
    f = open(fname)
    lines = f.readlines()
    f.close()
    check_file(lines, fname)

.. _mitK5license:

MIT Kerberos License information
================================

.. toctree::
   :hidden:
   :globallink:
   :maxdepth: 1

   copyright.rst

.. include::  notice.rst

[ NOTE: MIT has only incorporated the mechglue and spnego change, and not the incremental propagation changes. The filenames are different between the Sun and MIT sources. The actual MIT filenames appear in the top-level README file. Original text of Sun's LICENSE file follows. ]

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```plaintext

   cmd/krb5/iprop/iprop.x
   cmd/krb5/iprop/iprop_hdr.h
   cmd/krb5/kadmin/server/ipropd_svc.c
   cmd/krb5/kproplog/kproplog.c
   cmd/krb5/slave/kpropd_rpc.c
   lib/gss_mechs/mech_krb5/et/kdb5_err.c
   lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
   lib/gss_mechs/mech_spnego/mech/spnego_mech.c
```

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"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>MIT Kerberos License information — MIT Kerberos Documentation</title>
<link rel="stylesheet" href="_static/agogo.css" type="text/css" />
<link rel="stylesheet" href="_static/pygments.css" type="text/css" />
<link rel="stylesheet" href="_static/kerb.css" type="text/css" />
<script type="text/javascript">
var DOCUMENTATION_OPTIONS = {
    URL_ROOT:    './',
    VERSION:     '1.17',
    COLLAPSE_INDEX: false,
    FILE_SUFFIX: '.html',
    HAS_SOURCE:  true,
    SOURCELINK_SUFFIX: '.txt'
};
</script>
<script type="text/javascript" src="_static/jquery.js"></script>
<script type="text/javascript" src="_static/underscore.js"></script>
<script type="text/javascript" src="_static/doctools.js"></script>
<link rel="author" title="About these documents" href="about.html" />
<link rel="index" title="Index" href="genindex.html" />
<link rel="search" title="Search" href="search.html" />
<link rel="copyright" title="Copyright" href="copyright.html" />
<link rel="next" title="MIT Kerberos features" href="mitK5features.html" />
</head>
<body>
<div class="header-wrapper">
<div class="header">

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<code class="docutils literal">
src/lib/gssapi
\generic\gssapi_err_generic
\mechglue\g_acquire_cred
\mechglue\g_context_time
\mechglue\g_canon_name
\mechglue\g_compare_name
\mechglue\g_accept_sec_context
\mechglue\g_get_name
\mechglue\g_get_names
\mechglue\g_compare_name
\mechglue\g_accep
\mechglue\g_acquire_cred
\mechglue\g_canon_name
\mechglue\g_compare_name
\mechglue\g_context_time
\generic\gssapi\lib
</code>
Open Source Used In MSX Enterprise Access Service Pack 3.9.0  157

lib/gssapi/class/mechglue/g_delete_sec_context
lib/gssapi/class/mechglue/g_dsp_name
lib/gssapi/class/mechglue/g_dsp_status
lib/gssapi/class/mechglue/g_dup_name
lib/gssapi/class/mechglue/g_exp_sec_context
lib/gssapi/class/mechglue/g_export_name
lib/gssapi/class/mechglue/g_glue
lib/gssapi/class/mechglue/g_imp_name
lib/gssapi/class/mechglue/g_imp_sec_context
lib/gssapi/class/mechglue/g_init_sec_context
lib/gssapi/class/mechglue/g_initialize
lib/gssapi/class/mechglue/g_inquire_context
lib/gssapi/class/mechglue/g_inquire_cred
lib/gssapi/class/mechglue/g_inquire_names
lib/gssapi/class/mechglue/g_process_context
lib/gssapi/class/mechglue/g_rel_buffer
and the initial implementation of incremental propagation, including
the following new or changed files:

```
#include <iprop_hdr.h>
#include <kadmin/server.h>
#include <ipropd_svc.c>
#include <kpropd_rpc.c>
#include <kproplog.c>
#include <kdb_log.c>
#include <kdb_log.h>
#include <kdb5_error_tables.h>
#include <kprop.c>
#include <kpropd_rpc.c>
```

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1.10 d3 3.5.17

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1.11 brave-instrumentation-http 5.9.0

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

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

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Oracle

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

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

-----

Oracle OpenJDK

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

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

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OW2

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

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Apache

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain.jetty-schemas

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Assorted

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* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/MBeanTreePollingChannelAdapterParser.java
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/monitor/IntegrationMetadataMBeanInfoAssembler.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/monitor/IntegrationMetadataNamingStrategy.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/monitor/IntegrationJmxAttributeSource.java
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* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/AttributePollingMessageSource.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/OperationInvokingMessageHandler.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/OperationInvokingOutboundGatewayParser.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/NotificationListeningChannelAdapterParser.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/NotificationPublishingChannelAdapterParser.java
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* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/JmxHeaders.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/monitor/IntegrationMBeanExporter.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/monitor/MBeanExporterParser.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/monitor/ManagedEndpoint.java
1.20 moment 2.24.0
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1.21 javax-websocket-client-impl
9.4.26.v20200117
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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

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

-------

Oracle

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

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

-------

Oracle OpenJDK

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

* java.sun.security.ssl

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

-------

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

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

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Apache

The following artifacts are ASL2 licensed.

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

-----

MortBay

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

-----

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

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

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
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org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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

org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/ws_local/PERMITS_SQL/1026753737_1591204582.11/0/spring-oxm-5-2-3-release-sources-jar/org/springframework/oxm/jaxb/Jaxb2Marshaller.java

1.40 spring-boot-starter-data-cassandra 2.2.4

1.40.1 Available under license :

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Found in path(s):

1.41 websocket-servlet 9.4.26.v20200117

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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Apache

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

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MortBay

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following Apache Tomcat jars, all ASL2 licensed.

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

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

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Mortbay

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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org.ow2.asm:asm-commons
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Apache

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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.57 insserv 1.18.0-2

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jar/org/springframework/kafka/listener/ConsumerAwareBatchErrorHandler.java
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jar/org/springframework/kafka/listener/ListenerUtils.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-
jar/org/springframework/kafka/listener/AcknowledgingConsumerAwareMessageListener.java

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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/support/TransactionSupport.java
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jar/org/springframework/kafka/support/AbstractKafkaHeaderMapper.java
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/support/serializer/ErrorHandlingDeserializer.java
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/listener/adapter/InvocationResult.java
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/listener/DefaultAfterRollbackProcessor.java
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-
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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

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

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

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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

* java.sun.security.ssl

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

------
OW2

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

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

------
Apache

The following artifacts are ASL2 licensed.

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

------
MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.
The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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**1.92 spring-security-config 5.2.1**

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1.93 arraybuffer.slice 0.0.6

1.93.1 Available under license :

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# How to
```
var sliceBuffer = require('arraybuffer.slice');
var ab = (new Int8Array(5)).buffer;
```
```
var sliced = sliceBuffer(ab, 1, 3);
sliced = sliceBuffer(ab, 1);
```

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383, Nguyen, TA
384, Nguyen, Thanh
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389, Ogilvie, Cyan Jon
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1.107 angular-sanitize 1.7.9

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1.108 jQuery 3.5.1

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**1.109 ca-certificates 20190110**

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/CompletableFlatMapSingleToCompletable.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/exceptions/OnErrorNotImplementedException.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/Administrator/operators/BlockingOperatorNext.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/exceptions/OnErrorFailedException.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/functions/Func1.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorIgnoreElements.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorAsObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeToObservableFuture.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeDoOnEach.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeDefer.java

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jar/rx/internal/operators/OnSubscribeTimeoutSelectorWithFallback.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/exceptions/OnCompletedFailedException.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/functions/Function.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorTakeWhile.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OnSubscribeRange.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/plugins/RxJavaObservableExecutionHook.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/BlockingOperatorMostRecent.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/functions/Func4.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/types/Subject.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/plugins/RxJavaObservableExecutionHookDefault.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/functions/Action.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorDoOnSubscribe.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/types/Producer.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/types/Queue.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/functions/Action2.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorObserveOn.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorSerialize.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OnSubscribeSwitchIfEmpty.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/types/Completeable.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/CompletableFromEmitter.java  
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/CompletableSubscriber.java  
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 * Original location: https://github.com/JCTools/JCTools/blob/master/jctools-
 * core/src/main/java/org/jctools/queues/MessagePassingQueue.java
 */

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
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This package contains code that relies on sun.misc.Unsafe. Before using it you MUST assert UnsafeAccess.isUnsafeAvailable() == true

Much of the code in this package comes from or is inspired by the JCTools project:
https://github.com/JCTools/JCTools

RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

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 * This plugin class provides 2 ways to customize [@link Scheduler] functionality
 * 1. You may redefine entire schedulers, if you so choose. To do so, override
 * the 3 methods that return Scheduler (io(), computation(), newThread()).
 * 2. You may wrap/decorate an [@link Action0], before it is handed off to a Scheduler. The system-
 * supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,
 * Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to
 * modify Scheduler functionality without redefining Schedulers wholesale.
 *
 * Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.
 * <p>
 * See [@link RxJavaPlugins] or the RxJava GitHub Wiki for information on configuring plugins:
 */

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1.115 hystrix-core 1.5.18

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Julian Seward, jseward@acm.org
bzip2/libbzip2 version 1.0.8 of 13 July 2019
1.118 ion-rangeslider 2.0.13

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# Ion.Range Slider 2.0.13

> English description | &lt;a href="readme.ru.md"&gt; &lt;/a&gt;

Easy, flexible and responsive range slider

* &lt;a href="http://ionden.com/a/plugins/ion.rangeSlider/en.html">Project page and demos</a&gt;
* &lt;a href="http://ionden.com/a/plugins/ion.rangeSlider/ion.rangeSlider-2.0.13.zip">Download ion.rangeSlider-2.0.13.zip</a>"</p>

***

## Description

* Ion.RangeSlider — cool, comfortable, responsive and easily customizable range slider
* Supports events and public methods, has flexible settings, can be completely altered with CSS
* Cross-browser: Google Chrome, Mozilla Firefox 3.6+, Opera 12+, Safari 5+, Internet Explorer 8+
* Ion.RangeSlider supports touch-devices (iPhone, iPad, Nexus, etc.).
* Ion.RangeSlider freely distributed under terms of &lt;a href="http://ionden.com/a/plugins/licence.html" target="_blank">MIT licence</a&gt;.
* With this plugin you will be able to build beautiful range sliders, like this:

![Ion.RangeSlider](http://ionden.com/a/plugins/ion.rangeSlider/static/img/ion-range-slider.png)

## Key features

* Skin support. (5 skins included and PSD for skin creation)
* Any number of sliders at one page without conflicts and big performance problems
* Two slider types single (1 slider) and double (2 sliders)
* Support of negative and fractional values
* Ability to set custom step and snap grid to step
* Support of custom values diapason
* Customisable grid of values
* Ability to disable UI elements (min and max, current value, grid)
* Postfixes and prefixes for your numbers ($20, 20 &euro; etc.)
* Additional postfix for maximum value (eg. $0 — $100+)  
* Ability to prettify large numbers (eg. 1000000 -> 1000 000 or 10.000.000)  
* Slider writes its value right into input value field. This makes it easy to use in any html form  
* Any slider value can be set through input data-attribute (eg. data-min="10")  
* Slider supports disable param. You can set it true to make slider inactive  
* Slider supports external methods (update, reset and remove) to control it after creation  
* For advanced users slider has callbacks (onStart, onChange, onFinish, onUpdate). Slider pastes all its params to callback first argument as object  
* Slider supports date and time

## Demos

* <a href="http://ionden.com/a/plugins/ion.rangeSlider/demo.html" class="switch__item">Basic demo</a>  
* <a href="http://ionden.com/a/plugins/ion.rangeSlider/demo_advanced.html" class="switch__item">Advanced demo</a>  
* <a href="http://ionden.com/a/plugins/ion.rangeSlider/demo_interactions.html" class="switch__item">Interactions demo</a>

## GitHub

* <a href="https://github.com/IonDen/ion.rangeSlider">GitHub page</a>

## Support


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/*! normalize.css v3.0.2 | MIT License | git.io/normalize */

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1.119 browserify-rsa 4.0.1

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* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-jar/jnr/constants/Platform.java
* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-jar/jnr/constants/platform/ConstantResolver.java
* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-jar/com/kenai/constantine/ConstantSet.java
* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-jar/com/kenai/constantine/platform/ConstantResolver.java
* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-jar/com/kenai/constantine/ConstantSet.java

1.130 zstd 1.3.8+dfsg 3
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The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.
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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification").

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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charge to all third parties under the terms of this License.

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table of data to be supplied by an application program that uses
the facility, other than as an argument passed when the facility
is invoked, then you must make a good faith effort to ensure that,
in the event an application does not supply such function or
table, the facility still operates, and performs whatever part of
its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must
be optional: if the application does not supply it, the square
root function must still compute square roots.)

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
Library will still fall under Section 6.)

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

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

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during execution displays copyright notices, you must include the
copyright notice for the Library among them, as well as a reference
directing the user to the copy of this License. Also, you must do one
of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least
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the interface presents a list of user commands or options, such as a menu, a prominent item in the list meets this criterion.


The "source code" for a work means the preferred form of the work for making modifications to it. "Object code" means any non-source form of a work.

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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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

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  jar/org/springframework/cache/ehcache/EhCacheManagerFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/cache/jcache/JCacheCacheManager.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/cache/transaction/TransactionAwareCacheManagerProxy.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/mail/MailException.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/cache/transaction/TransactionAwareCacheDecorator.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/cache/jcache/interceptor/AbstractCacheInterceptor.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/scheduling/quartz/SchedulerAccessorBean.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/scheduling/quartz/SchedulerAccessor.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/ui/freemarker/FreeMarkerConfigurationFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
  jar/org/springframework/cache/jcache/JCacheOperation.java

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1.145 angular-common 9.0.7

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1.146 netty-resolver 4.1.45

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1.147 apache-el 8.5.49

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

Open Source Used in MSX Enterprise Access Service Pack 3.9.0 874
If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.152 zipkin-sender-amqp-client 2.11.0

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1.153 parse-asn1 5.1.5

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1.154 libxcb 1.13.1 2

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1.155 angular-compiler 9.0.7

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1.156 angular-simple-logger 0.1.7

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1.157 swagger 1.5.20

1.158 commons-http-client 3.1

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1.159 logback-core 1.2.3

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1.160 hash.js 1.1.7

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Just a bike-shed.

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## Install
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1.161 angular-bootstrap-slide 0.1.28

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1.162 byte-buddy 1.10.6

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1.163 open-ws 1.5.6

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1.164 swagger-annotations 1.5.22

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 */

package io.swagger.annotations;

import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.Target;
/**

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

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

  /**
   * The name of the license.
   *
   * @return the name of the license
   */
  String name();

  /**
   * An optional URL for the license.
   *
   * @return an optional URL for the license.
   */
  String url() default "";
}

1.165 virtual-dom 2.1.1
1.165.1 Available under license:

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1.166 lz4-java 1.6.0

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1.168 spring-cloud-starter-loadbalancer 2.2.0

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1.169 lsb 10.2019051400

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### 1.170 jackson-databind 2.10.2

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1.171 angular-ui-bootstrap 2.5.6

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1.172 brave-instrumentation-spring-webmvc

5.9.0

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jar/org/springframework/security/web/authentication/rememberme/JdbcTokenRepositoryImpl.java
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* /opt/ws_local/PERMITS_SQL/1033430349_1590039577.09/0/spring-security-web-5-1-4-release-sources-1.jar/org/springframework/security/web/authentication/preauth/AbstractPreAuthenticatedProcessingFilter.java
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* /opt/ws_local/PERMITS_SQL/1033430349_1590039577.09/0/spring-security-web-5-1-4-release-sources-1.jar/org/springframework/security/web/server/ServerHttpBasicAuthenticationConverter.java
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* /opt/ws_local/PERMITS_SQL/1033430349_1590039577.09/0/spring-security-web-5-1-4-release-sources-1.jar/org/springframework/security/web/server/authentication/RequestMatcherDelegatingAccessDeniedHandler.java
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* /opt/ws_local/PERMITS_SQL/1033430349_1590039577.09/0/spring-security-web-5-1-4-release-sources-1.jar/org/springframework/security/web/authentication/ServerAuthenticationFailureHandler.java
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jar/org/springframework/security/web/util/matcher/ELRequestMatcherContext.java

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jar/org/springframework/security/web/firewall/StrictHttpFirewall.java

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* /opt/ws_local/PERMITS_SQL/1033430349_1590039577.09/0/spring-security-web-5-1-4-release-sources-1-
  jar/org/springframework/security/web/jaasapi/JaasApiIntegrationFilter.java

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1.205 libseccomp 2.3.3-4

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1.211 esapi 2.2.0.0

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1.213 spring-boot-starter-logging 2.2.4
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1.215 ribbon-loadbalancer 2.3.0

1.216 latencyutils 2.0.3

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1.217  jetty-servlets 9.4.26.v20200117

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Eclipse

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

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

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

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Oracle

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

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

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

------
OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas
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1.230 jakarta-validation-api 2.0.2

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1.231 asn1.js 4.10.1

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1.232 pbkdf2 3.1.1

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1.233 servlet-api 4.0.3

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1.237 systemd 241-7~deb10u4

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1.239 brave-instrumentation-rpc 5.9.0

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Eclipse

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

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

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Oracle

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Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

Apache

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

MortBay

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.245 accessors-smart 1.2

1.246 socket.io-parser 2.3.1
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/ /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
jar/org/springframework/messaging/MessageHeaders.java
/ /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
jar/org/springframework/messaging/core/MessageSendingOperations.java
/ /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
jar/org/springframework/messaging/simp/annotation/support/MissingSessionUserException.java
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  jar/org/springframework/messaging/simp/SimpMessageType.java
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jar/org/springframework/messaging/handler/annotation/SendTo.java
* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
jar/org/springframework/messaging/support/AbstractSubscribableChannel.java
* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
jar/org/springframework/messaging/converter/CompositeMessageConverter.java
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* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
jar/org/springframework/messaging/simp/stomp/ConnectionLostException.java
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* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
  jar/org/springframework/messaging/handler/annotation/support/DefaultMessageHandlerMethodFactory.java
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  jar/org/springframework/messaging/handler/annotation/reactive/AbstractNamedValueMethodArgumentResolver.jav
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* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
  jar/org/springframework/messaging/tcp/reactor/ReactorNettyTcpClient.java
* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources-
  jar/org/springframework/messaging/convertor/ProtobufJsonFormatMessageConverter.java
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* /opt/ws_local/PERMITS_SQL/1023699194_1590036959.83/0/spring-messaging-5-2-3-release-sources.jar/org/springframework/messaging/handler/CompositeMessageCondition.java
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* Set the max pool size of the ThreadPoolExecutor.
  * <p> NOTE: When an unbounded
  * { @link #queueCapacity(int) queueCapacity } is configured (the default), the
  * max pool size is effectively ignored. See the "Unbounded queues" strategy
  * in { @link java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor } for
  * more details.
  * <p> By default this is set to { @code Integer.MAX_VALUE }.
  */

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1.248 asm-commons 7.1

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1.259 xmltooling 1.4.6

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1.262 angular-dashboard-framework 0.12.0

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1.265 socket.io-client 2.2.0

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1.266 zone 0.9.1

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Any executables containing that work also fall under Section 6,
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1.272 angular-animate 1.7.9
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1.273 asm-tree 7.1

1.274 dash 0.5.10.2 5

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1.275 j2objc-annotations 1.1

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file_io/unix/mktemp.c, strings/apr_strings.c:

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file name: UBiDiProps.java
Encoding: US-ASCII
Tab size: 8 (not used)
Indentation: 4

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Low-level Unicode bidi/shaping properties access.
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<code>Replaceable</code> is an interface representing a string of characters that supports the replacement of a range of itself with a new string of characters. It is used by APIs that change a piece of text while retaining metadata. Metadata is data other than the Unicode characters returned by char32At(). One example of metadata is style attributes; another is an edit history, marking each character with an author and revision number.

An implicit aspect of the <code>Replaceable</code> API is that during a replace operation, new characters take on the metadata of the old characters. For example, if the string "the <b>bold</b> font" has range (4, 8) replaced with "strong", then it becomes "the <b>strong</b> font".
Replaceable specifies ranges using a start offset and a limit offset. The range of characters thus specified includes the characters at offset start..limit-1. That is, the start offset is inclusive, and the limit offset is exclusive.

Replaceable also includes API to access characters in the string: length(), charAt(), char32At(), and extractBetween().

For a subclass to support metadata, typical behavior of replace() is the following:

- Set the metadata of the new text to the metadata of the first character replaced.
- If no characters are replaced, use the metadata of the previous character.
- If there is no previous character (i.e. start == 0), use the following character.
- If there is no following character (i.e. the replaceable was empty), use default metadata.
- If the code point U+FFFF is seen, it should be interpreted as a special marker having no metadata.

If this is not the behavior, the subclass should document any differences.

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@author Alan Liu
@stable ICU 2.0

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ReplaceableString is an adapter class that implements the Replaceable API around an ordinary StringBuffer.

Note: This class does not support attributes and is not intended for general use. Most clients will need to implement [ @link Replaceable ] in their text representation class.

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@see Replaceable
@author Alan Liu
@stable ICU 2.0

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 */
package java.security;

import java.io.Serializable;

/**
 * Legacy security code; do not use.
 */
public abstract class Permission implements Guard, Serializable {
    public Permission(String name) {
    }

    public final String getName() { return null; }

    public void checkGuard(Object obj) throws SecurityException {
    }

    public PermissionCollection newPermissionCollection() {
        return new AllPermissionCollection();
    }

    public abstract String getActions();

    public abstract boolean implies(Permission permission);
}

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* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-
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* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-
sources.jar/org/springframework/boot/actuate/autoconfigure/metrics/export/influx/InfluxMetricsExportAutoConfiguration.java
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sources.jar/org/springframework/boot/actuate/autoconfigure/metrics/MeterRegistryCustomizer.java
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sources.jar/org/springframework/boot/actuate/autoconfigure/endpoint/web/reactive/package-info.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-
sources.jar/org/springframework/boot/actuate/autoconfigure/elasticsearch/ElasticSearchClientHealthContributorAutoConfiguration.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-
sources.jar/org/springframework/boot/actuate/autoconfigure/influx/package-info.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-
sources.jar/org/springframework/boot/actuate/autoconfigure/cloudfoundry/CloudFoundryEndpointFilter.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/actuate/autoconfigure/health/HealthAggregatorStatusAggregatorAdapter.java

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1604
1.280 debianutils 4.8.6.1

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1.282 zstd-jni 1.4.0 1

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1.284 jersey-client 1.19.1

1.285 libxext 1.3.3 1+b2

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1.289 checker-qual 2.0.0

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1.295 spring-framework 5.2.3

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1.298 jackson-module-parameter-names

2.10.2

1.298.1 Available under license:

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1.299 timers-browserify 2.0.11

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1.300 reactor-core 3.3.2
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1.301 json-path 2.4.0

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1.305 hostname 3.21

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1.306 xz 5.2.4 1
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1.318 sha.js 2.4.11

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1998-05-11

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Eclipse

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.325 commons-compress 1.19

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   b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>
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The hypothetical commands `show w' and `show c' should show the appropriate
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`Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
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[This is the first released version of the library GPL. It is
numbered 2 because it goes with version 2 of the ordinary GPL.]

Preamble

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

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for
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   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

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   (For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the
application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.
If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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<signature of Ty Coon>, 1 April 1990
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1.335 oclazyload 1.1.0

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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/StatsTimer.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/RegexMetricFilter.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/MonitoredThreadPool.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/DefaultPublishingPolicy.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/AnnotatedStringMonitor.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/Monitors.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/BasicCompositeMonitor.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/BasicTimer.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/AbstractContextualMonitor.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/annotations/DataSourceType.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/MetricTransformObserver.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/Annotations/MonitorTags.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/tag/ThreadLocalTaggingContext.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/BasicStopwatch.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/DataSourceLevel.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/CompositeMetricPoller.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/stats/StatsConfig.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/AbstractContextualMonitor.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/BasicInformational.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/util/ThreadCpuStats.java

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 * Interfaces for collecting metrics and publishing them to observers.
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/package-info.java

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 * <p/>
 * Primary interfaces for metrics.
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/jmx/OrderedObjectNameMapper.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/DurationTimer.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/tag/SmallTagMap.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/BasicDistributionSummary.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/jmx/ObjectNameBuilder.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/jmx/DefaultObjectNameMapper.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/util/ClockWithOffset.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/util/Clock.java
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 * <p/>
 * Subinterfaces and implementations for { @link com.netflix.servo.monitor.Monitor }.
 * <p/>
 * Subinterfaces and implementations for { @link com.netflix.servo.monitor.Monitor }.
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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources.jar/com/netflix/servo/monitor/package-info.java
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 * <p/>
 * Annotations to easily expose metrics from a class.
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jar/com/netflix/servo/util/Objects.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources.jar/com/netflix/servo/monitor/DoubleCounter.java
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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources.jar/com/netflix/servo/publish/PrefixMetricFilter.java
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* Monitor registry and helper classes to expose monitored attributes to
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* Monitor registry and helper classes to expose monitored attributes to
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 *<p/>
 * Code related to Tagging objects with metadata.
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1.349 sqlite 3.27.2 3

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1.350 antisamy 1.5.8

1.351 create-ecdh 4.0.3

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1.352 spring-security-jwt 1.0.10
1.353 bcprov-ext-jdk15on 1.62

1.354 snappy-java 1.1.7.1
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* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources.jar/org/xerial/snappy/SnappyOutputStream.java
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* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources.jar/org/xerial/snappy/BitShuffleType.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources.jar/org/xerial/snappy/SnappyException.java
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* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources.jar/org/xerial/snappy/SnappyErrorCode.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
1.355 component-inherit 0.0.3

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1.356 perl 5.28.1 6

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#!perl

=head1 NAME

copyright.t
Tests that the latest copyright years in the top-level README file and the `C<perl -v>` output match each other.

If the test fails, update at least one of README and perl.c so that they match reality.

Optionally you can pass the `C<--now>` option to check they are at the current year. This isn't checked by default, so that it doesn't fail for people working on older releases. It should be run before making a new release.

```perl
use strict;
use Config;
BEGIN { require './test.pl' }

if ( $Config{usecrosscompile} ) {
    skip_all( "Not all files are available during cross-compilation" );
}

my ($opt) = @ARGV;

my $readme_year = readme_year();
my $v_year = v_year();

# Check that both copyright dates are up-to-date, but only if requested, so
# that tests still pass for people intentionally working on older versions:
if ($opt eq '--now') {
    my $current_year = (gmtime)[5] + 1900;
    is $v_year, $current_year, 'perl -v copyright includes current year';
    is $readme_year, $current_year, 'README copyright includes current year';
}

# Otherwise simply check that the two copyright dates match each other:
else {
    is $readme_year, $v_year, 'README and perl -v copyright dates match';
}

done_testing;

sub readme_year
# returns the latest copyright year from the top-level README file
{
open my $readme, '<', '../README' or die "Opening README failed: $!";

# The copyright message is the first paragraph:
local $/ = " ";
my $copyright_msg = <$readme>;

my ($year) = $copyright_msg =~ /.*\b\d\b\(\d,\)/s
    or die "Year not found in README copyright message '$copyright_msg'";

$year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{

my $output = runperl switches => ['-v'];
my ($year) = $output =~ /copyright 1987.*\b\d\b\(\d,\)/i
    or die "Copyright statement not found in perl -v output '$output'";

$year;
}

---
abstract: 'Build and install Perl modules'
author:
  - 'Ken Williams <kwilliams@cpan.org>'
  - "Development questions, bug reports, and patches should be sent to the\nModule-Build mailing list at module-build@perl.org."
build_requires:
  File::Temp: 0.15
  Test::Harness: 3.16
  Test::More: 0.49
generated_by: 'Module::Build version 0.3608'
license: gpl
meta-spec:
  url: http://module-build.sourceforge.net/META-spec-v1.4.html
  version: 1.4
name: Module-Build
resources:
  MailingList: mailto:module-build@perl.org
  license: http://dev.perl.org/licenses/
  repository: http://github.com/dagolden/module-build/
  version: 3

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Julian Seward, jseward@bzip.org
bzip2/libbzip2 version 1.0.6 of 6 September 2010

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

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1.359 spring-cloud-sleuth-core 2.2.0

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1.362 browser-split 0.0.1

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1.364 debian-archive-keyring 2019.1
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1.365 glibc 2.28-10
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* java.sun.security.ssl

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

OW2

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

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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org.ow2.asm:asm

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

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

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Assorted

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### 1.374 @babel/runtime 7.5.0

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cmd/krb5/iprop/iprop_hdr.h
cmd/krb5/kadmin/server/ipropd_svc.c
cmd/krb5/kproplog/kproplog.c
```
```
cmd/krb5/slave/kpropd_rpc.c
lib/gss_mechs/mech_krb5/et/kdb5_err.c
lib/gss_mechs/mech_spnego/mech/gssapiP_spnego.h
lib/gss_mechs/mech_spnego/mech/spnego_mech.c
lib/krb5/kadm5/kadm_host_srv_names.c
lib/krb5/kdb/kdb_convert.c
lib/krb5/kdb/kdb_hdr.h
lib/krb5/kdb/kdb_log.c
lib/krb5/kdb/kdb_log.h
lib/libgss/g_accept_sec_context.c
lib/libgss/g_acquire_cred.c
lib/libgss/g_canon_name.c
lib/libgss/g_compare_name.c
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lib/libgss/g_delete_sec_context.c
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lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
and the initial implementation of incremental propagation, including the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
lib/krb5/error_tables/kdb5_err.et
kprop/kpropd_rpc.c
kprop/kproplog.c

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* /opt/ws_local/PERMITS_SQL/1026520554_1591432788.48/0/spring-data-cassandra-2-2-4-release-sources-
jar/org/springframework/data/cassandra/core/ReactiveCassandraBatchTemplate.java
* /opt/ws_local/PERMITS_SQL/1026520554_1591432788.48/0/spring-data-cassandra-2-2-4-release-sources-
jar/org/springframework/data/cassandra/core/mapping/event/AfterSaveEvent.java
* /opt/ws_local/PERMITS_SQL/1026520554_1591432788.48/0/spring-data-cassandra-2-2-4-release-sources-
jar/org/springframework/data/cassandra/repository/CountQuery.java
* /opt/ws_local/PERMITS_SQL/1026520554_1591432788.48/0/spring-data-cassandra-2-2-4-release-sources-
jar/org/springframework/data/cassandra/core/ReactiveInsertOperation.java
* /opt/ws_local/PERMITS_SQL/1026520554_1591432788.48/0/spring-data-cassandra-2-2-4-release-sources-
jar/org/springframework/data/cassandra/core/mapping/Element.java
* /opt/ws_local/PERMITS_SQL/1026520554_1591432788.48/0/spring-data-cassandra-2-2-4-release-sources-
jar/org/springframework/data/cassandra/core/mapping/event/AfterDeleteEvent.java
1.381 brave-instrumentation-spring-web 5.9.0

1.382 berkeley-db 5.3.28+dfsg1 0.5

1.382.1 Available under license:

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 * $Id$
 */

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1.388 jakarta-annotation-api 1.3.5

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1.393 isarray 1.0.0

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1.394 spring-retry 1.2.5

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1.395 vdom-virtualize 2.0.0

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* /opt/ws_local/PERMITS_SQL/1047774556_1590612060.18/0/vdom-virtualize-2-0-0-1-tgz/package/index.js

1.396 jakarta-websocket-api 1.1.2

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* https://github.com/eclipse-ee4j/websocket-api

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1.397 activation 1.2.0

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that supports equivalent copying facilities, provided you maintain
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File: src/main/java/org/apache/commons/ssl/ASN1Util.java
Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/KeyStoreBuilder.java
Changes: Fixing tryJKS to correctly return null for a potential PKCS12 file
with no key entry. This happens with cacerts in Java 9+ because of
the changes in JEP 229, because both JKS and PKCS12 files can now
be loaded using either the JKS or PKCS12 keystore type.
Replacing direct System.out calls with Logger calls.
Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/PKCS8Key.java
Changes: Removing Bouncy Castle classes and linking to the JAR instead.
File: src/main/java/org/apache/commons/ssl/*

Changes: Replacing direct printStackTrace calls with Logger calls, remove logging "abstraction".

Files: src/main/java/org/apache/commons/ssl/org/bouncycastle/*

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- Apache Commons HttpClient 3.0.1
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The PKCS12 key derivation function was also developed by Bouncy Castle (Look for the "pkcs12()" method inside PKCS8.java).

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1.418 bootstrap 4.3.1

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1.420 animal-sniffer-annotation 1.14

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1.421 base-passwd 3.5.46

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1.425 angular-upgrade 9.0.7
1.425.1 Available under license:

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 * found in the LICENSE file at https://angular.io/license
 */

/**
 * @module
 *
 * @description
 * Entry point for all public APIs of the common package.
 */

import {Version} from '@angular/core';

/**
 * @publicApi
 */
export const VERSION = new Version('9.0.7');
style license that can be\n * found in the LICENSE file at https://angular.io/license
 */

export type Ng1Token = string;

export type Ng1Expression = string | Function;

export type Ng1Token[] = string[];

export type Ng1Token[] = string[];

export type Ng1Expression = string | Function;

export interface IAnnotatedFunction {
  // Older versions of `@types/angular` typings extend the global `Function` interface within // `$inject?:
  string[]`, which is not compatible with `$inject?: ReadonlyArray<string>` (used in // latest versions).
// `$inject?:
  Function extends {[key: string]: string} & (Ng1Token | Function));

export interface IModule {
  name: string;
  requires: (string|IInjectable)[];
  config(fn?: function): IModule;
}

export interface ICompileService {
  (element: Element|NodeList|Node[]|string, transclude?: Function): ILinkFn;
}

export interface ILinkFn {
  (scope: IScope, cloneAttachFn?: ICloneAttachFunction, options?: ILinkFnOptions): IAugmentedJQuery;
}

export interface IRootScopeService {
  $new(isolate?: boolean): IScope;
}

export interface IDirective {
  compile?: IDirectiveCompileFn;
  controller?: IController;
  require?: DirectiveRequireProperty;
  replace?: boolean;
  restrict?: string;
  scope?: boolean|{
    [key: string]: string;
  };
  templateUrl?: string|Function;
  templateNamespace?: string;
  terminal?: boolean;
  transclude?: DirectiveTranscludeProperty;
}

export type DirectiveRequireProperty = SingleOrListOrMap<string>;

export type DirectiveTranscludeProperty = boolean | 'element' | {
  [key: string]: string;
};

export interface IDirectiveCompileFn {
  (templateElement: IAugmentedJQuery, templateAttributes: IAttributes,
   transclude: ITranscludeFunction): IDirectivePrePost;
}

export interface IDirectivePrePost {
  pre?: IDirectiveLinkFn;
  post?: IDirectiveLinkFn;
}

export interface IDirectiveLinkFn {
  (scope: IScope, instanceElement: IAugmentedJQuery, instanceAttributes: IAttributes,
   controller: any, transclude: ITranscludeFunction): void;
}

export interface IComponent {
  bindings?: {
    [key: string]: string;
  };
  require?: DirectiveRequireProperty;
  templateUrl?: string|Function;
  transclude?: DirectiveTranscludeProperty;
}

export interface IAttributes {
  $observe(attr: string, fn: (v: string) => void): void;
  [key: string]: any;
}

export interface ITranscludeFunction {
  // If the scope is provided, then the cloneAttachFn must be as well.
  (scope: IScope, cloneAttachFn: ICloneAttachFunction): IAugmentedJQuery;
}

if one argument is provided, then it's assumed to be the cloneAttachFn.

export interface IProvider {
  $get: IInjectable;
}

export interface IProvideService {
  provider(token: Ng1Token, type: IInjectable): IProvider;
  factory(token: Ng1Token, factory: IInjectable): IProvider;
  service(token: Ng1Token, type: IInjectable): IProvider;
  value(token: Ng1Token, value: any): IProvider;
export interface IParseService { (expression: string): ICompiledExpression; }

export interface ICompiledExpression { (context: any, locals: any): any; assign?: (context: any, value: any) => any; }

export interface IHttpBackendService { (method: string, url: string, post?: any, callback?: Function, headers?: any, timeout?: number, withCredentials?: boolean): void; }

export interface ICacheObject { put<T>(key: string, value: any): T; get(key: string): any; }

export interface ITemplateCacheService extends ICacheObject {}

export interface ITemplateRequestService { (template: string|any /* TrustedResourceUrl */, ignoreRequestError?: boolean): Promise<string>; totalPendingRequests: number; }

export interface IController = string | IInjectable;

export interface IControllerService { (controllerConstructor: IController, locals?: any, later?: any, ident?: any): any; (controllerName: string, locals?: any): any; }

export interface IInjectorService { get(key: string): any; has(key: string): boolean; }

export interface IIntervalService { (func: Function, delay: number, count?: number, invokeApply?: boolean, ...args: any[]): Promise<any>; cancel(promise: Promise<any>): boolean; }

export interface ITestabilityService { (template: string, opt_exactMatch?: boolean): Element[]; findModels(element: Element, expression: string, opt_exactMatch?: boolean): Element[]; findLocation: (string: string) => void; whenStable(callback: Function): void; whenStable(callback: Function): void; getTestability: (e: Element): ITestabilityService; }


function noNg(): never {
  throw new Error('AngularJS v1.x is not loaded!');
}

const noNgElement: typeof angular.element = (() => noNg()) as any;
noNgElement.cleanData = noNg;

let angular: {
  bootstrap: (e: Element, modules: (string | IInjectable)[], config?: IAngularBootstrapConfig) => IInjectorService,
  module: (prefix: string, dependencies?: string[]) => IModule,
  element: (e: Element): IAugmentedJQuery;
  injector: (modules: Array<string|IInjectable>, strictDi?: boolean) => IInjectorService,
  version: {major: number},
  resumeBootstrap: () => void,
  getTestability: (e: Element): ITestabilityService
} = {
  bootstrap: noNg,
  module: noNg,
  element: noNgElement,
  injector: noNg,
  version: undefined as any,
  resumeBootstrap: noNg,
  getTestability: noNg
};

/**
 * @deprecated Use `setAngularJSGlobal` instead.
 *
 * @publicApi
 */
export function setAngularLib(ng: any): void {
  setAngularJSGlobal(ng);
}

/**
 * @deprecated Use `getAngularLib` instead.
 *
 * @publicApi
 */
export function getAngularLib(): any {
  return getAngularJSGlobal();
}

/**
 * @publicApi
 */
export function setAngularJSGlobal(ng: any): void {
  angular = ng;
}

/**
 * @returns the current AngularJS global.
 *
 * @publicApi
 */
export function getAngularJSGlobal(): any {
  return angular;
}

export const bootstrap: typeof angular.bootstrap = (e, modules, config?) => angular.bootstrap(e, modules, config);

// Do not declare as `module` to avoid webpack bug
// (see https://github.com/angular/angular/issues/30050).
export const module_: typeof angular.module = (prefix, dependencies?) => angular.module(prefix, dependencies);

export const element: typeof angular.element = (e => angular.element(e)) as typeof angular.element;
element.cleanData = nodes => angular.element.cleanData(nodes);

export const injector: typeof angular.injector = (modules: Array<string|IInjectable>, strictDi?: boolean) => angular.injector(modules, strictDi);

export const resumeBootstrap: typeof angular.resumeBootstrap = () => angular.resumeBootstrap();

export const getTestability: typeof angular.getTestability = e => angular.getTestability(e);
UpgradeAppType.Static:
if (downgradedModule) {
  throw new Error(  
    'Error while $attemptedAction$: ' +
    'downgradedModule' unexpectedly specified.
  );
}
break;
} case UpgradeAppType.Lite:
if (downgradedModule &
  (downgradedModuleCount >= 2)) {
  throw new Error(  
    'Error while $attemptedAction$: Unable to find the specified downgraded module.
  );

  Did you forget to downgrade an Angular module or include it in the AngularJS 'application?'
}
break;
default:

  Did you forget to downgrade an Angular module or include it in the AngularJS 'application?'
}

export class Deferred<R> {
  promise: Promise<R>;
  resolve!: (value?: R | PromiseLike<R>) => void;
  reject!: (error?: any) => void;

  constructor() {
    this.promise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
  }
}

export interface LazyModuleRef {
  injector?: Injector;
  promise?: Promise<Injector>;
}

export const enum UpgradeAppType {
  None,

  Dynamic,

  Static,

  Lite,
}

/**
 * @return Whether the passed-in component implements the subset of the
 *     `ControlValueAccessor` interface needed for AngularJS `ng-model`
 *     compatibility.
 */
function supportsNgModel(component: any) {
  return typeof
  component.writeValue === 'function' &&
      typeof component.registerOnChange === 'function';
}

/**
 * Glue the AngularJS `NgModelController` (if it exists) to the component
 * (if it implements the needed subset of
 *     the `ControlValueAccessor` interface).
 */
export function hookupNgModel(ngModel: INgModelController,
  component: any) {
  if (ngModel && supportsNgModel(component)) {
    ngModel.$render = () => {
      component.writeValue(ngModel.$viewValue);
    };
    component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
    if (typeof
      component.registerOnTouched === 'function') {
      component.registerOnTouched(ngModel.$setViewValue.bind(ngModel));
    }
  }
}

/**
 * Test two values for strict equality, accounting for the fact that `NaN !== NaN`.
 */
export function strictEquals(val1: any, val2: any): boolean {
  return val1 === val2 || (val1 !== val1 && val2 !== val2);
}

import {ApplicationRef, ChangeDetectorRef,
  ComponentFactory, ComponentRef, EventEmitter,
  Injector, OnChanges, SimpleChange, SimpleChanges,
  StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';

import {IAttributes,
  IAugmentedJQuery, ICompileService, IInjectorService,
  INgModelController, IParseService, IScope} from './angular1';
import {PropertyBinding} from './component_info';
import {getTypeName, hookupNgModel, strictEquals} from './util';
import {$SCOPE} from './constants';
import {getPropertyBinding, DowngradeComponentAdapter} from './component_info';
import {InModelController, IParseService, IScope} from './component_info';
import {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef,
  EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges,
  StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';
import {IAttributes, IAugmentedJQuery, ICompileService, INgModelController, IParseService, IScope} from 'angular1';
private compileContents(): Node[] {
    const compiledProjectableNodes: Node[] = [];
    const projectableNodes: Node[] = this.groupProjectableNodes();
    const linkFns = projectableNodes.map(nodes =>
        this.$compile(nodes));
    this.element.empty();
    linkFns.forEach(linkFn => {
        linkFn(this.scope, (clone: Node[]) => {
            compiledProjectableNodes.push(clone);
            this.element.append(clone);
        });
    });
    return compiledProjectableNodes;
}

createComponent(projectableNodes: Node[]): void {
    const providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];
    const childInjector = Injector.create({providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter'});
    this.componentRef = this.createComponentFactory.create(childInjector, projectableNodes, this.element[0]);
    this.viewChangeDetector = this.componentRef.injector.get(ChangeDetectorRef);
    this.changeDetector = this.componentRef.changeDetector;
    this.component = this.componentRef.instance;
    const testability = this.componentRef.injector.get(Testability, null);
    if (testability) {
        this.componentRef.injector.get(TestabilityRegistry).registerApplication(this.componentRef.location.nativeElement, testability);
    }
    hookupNgModel(this.ngModel, this.component);
    this.setupInputs(true);
    setupChangeDetection();
    this.implementsOnChanges = !!(this.componentFactory.componentType.prototype && (<OnChanges>this.component).ngOnChanges);
    if (this.implementsOnChanges) {
        this.componentScope.$watch(() => this.inputChangeCount, this.wrapCallback(() => {
            // Invoke `ngOnChanges()`
            const inputChanges = this.inputChanges;
            this.inputChanges = {};
            (<OnChanges>this.component).ngOnChanges(inputChanges);
            this.viewChangeDetector.markForCheck();
            if (this.implementsOnChanges) {
                this.viewChangeDetector.markForCheck();
            }
            this.viewChangeDetector.markForCheck();
        }));
    }
    const detectChanges = () => this.changeDetector.detectChanges();
    this.componentScope.$watch(this.wrapCallback(detectChanges));
    if (this.implementsOnChanges) {
        this.componentScope.$watch(() => this.inputChangeCount, this.wrapCallback(() => {
            // Invoke `ngOnChanges()`
            const inputChanges = this.inputChanges;
            this.inputChanges = {};
            (<OnChanges>this.component).ngOnChanges(inputChanges);
            this.viewChangeDetector.markForCheck();
            if (this.implementsOnChanges) {
                this.viewChangeDetector.markForCheck();
            }
        }));
    }
}

private setupChangeDetection() {
    setupChangeDetection();
    if (this.implementsOnChanges) {
        this.componentScope.$watch(this.wrapCallback(detectChanges));
    }
}
null
      const attr = this.attrs;
      const outputs = this.componentFactory.outputs || [];
      for (let j = 0; j < outputs.length; j++) {
        const output = new PropertyBinding(outputs[j].propName, outputs[j].templateName);
        const bindonAttr = output.bindonAttr.substring(0, output.bindonAttr.length - 6);
        const bracketParenAttr = `(${output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8)})`;
        // order below is important - first update bindings then evaluate expressions
        if (attr.hasOwnProperty(bindonAttr)) {
          this.subscribeToOutput(output, attr[bindonAttr], true);
        }
        if (attr.hasOwnProperty(bracketParenAttr)) {
          this.subscribeToOutput(output, attr[bracketParenAttr], true);
        }
        if (attr.hasOwnProperty(output.onAttr)) {
          this.subscribeToOutput(output, attr[output.onAttr]);
        }
        if (attr.hasOwnProperty(output.parenAttr)) {
          this.subscribeToOutput(output, attr[output.parenAttr]);
        }
      }
    }
    }
    if (isAssignment && !setter) {
      throw new Error(`Expression '${expr}' is not assignable!`);
    }
    const emitter = this.component[output.prop] as EventEmitter<any>;
    if (emitter) {
      emitter.subscribe({
        next: isAssignment ? (v: any) => setter(this.scope, v) :
                             (v: any) => getter(this.scope, {'$event': v})
      });
    } else {
      throw new Error(`Missing emitter '${output.prop}' on component`);
    }
  }

  registerCleanup() {
    const testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);
    const destroyComponentRef = this.wrapCallback(() => this.componentRef.destroy());
    let destroyed = false;

    this.element.on('$destroy', () => this.componentScope.$destroy());
    this.componentScope.$on('$destroy', () => {
      if (!destroyed) {
        destroyed = true;
        testabilityRegistry.unregisterApplication(this.componentRef.location.nativeElement);
        destroyComponentRef();
      }
    });
  }

  getInjector(): Injector { return this.componentRef.injector; }

  private updateInput(prop: string, prevValue: any, currValue: any) {
    if (this.implementsOnChanges) {
      this.inputChanges[prop] = new SimpleChange(prevValue, currValue, prevValue === currValue);
    }

    this.inputChangeCount++;
    this.component[prop] = currValue;
  }

  groupProjectableNodes() {
    let ngContentSelectors = this.componentFactory.ngContentSelectors;
    return groupNodesBySelector(ngContentSelectors, this.element.contents());
  }

  /**
   * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
   */
  export function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]): Node[][] {
    const projectableNodes: Node[][] = [];
    let wildcardNgContentIndex: number;
    for (let i = 0; i < ngContentSelectors.length; i++) {
      projectableNodes[i] = [];
    }
    for (let j = 0; j < nodes.length; j++) {
      const node = nodes[j];
      const ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
      if (ngContentIndex != null) {
        projectableNodes[ngContentIndex].push(node);
        if (ngContentIndex === wildcardNgContentIndex) {
          wildcardNgContentIndex = ngContentIndex;
        }
      }
    }
    projectableNodes.sort((a, b) => a.length - b.length);
    return projectableNodes;
  }

  function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
    let wildcardNgContentIndex = -1;
    for (let i = 0; i < ngContentSelectors.length; i++) {
      if (matchesSelector(element, ngContentSelectors[i])) {
        wildcardNgContentIndex = i;
      }
    }
    return wildcardNgContentIndex;
  }

  function matchesSelector(el: any, selector: string): boolean {
    if (_matches) {
      const elProto = <any>Element.prototype;
      let matches = elProto.matches || elProto.matchesSelector || elProto.oMatchesSelector ||
        elProto.webkitMatchesSelector;
      return matches.call(el, selector);
    }
    return Node.ELEMENT_NODE == selector.nodeType ? true : false;
  }

  ngContentIndices.push(i);
  ngContentIndices.sort();
  return ngContentIndices;
}

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 *
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 */

import {isFunction} from './util';

export interface Thenable<T> { then(callback: (value: T) => any): any; }

export function isThenable<T>(obj: unknown): obj is Thenable<T> {
Thenable<T> { [return !!obj && isFunction((obj as any).then)]
  const aggrPromise = new SyncPromise<T>();
  let resolvedCount = 0;
  const resolve = (idx: number, value: T) => {
    if (resolvedCount === valuesOrPromises.length) aggrPromise.resolve(results);
    valuesOrPromises.forEach((p, id) => {
      if (isThenable(p)) {
        p.then(v => resolve(id, v));
      } else {
        resolve(id, p);
      }
    });
    return aggrPromise;
  }
  resolve(value: T): void {
    if (this.resolved) return;
    this.value = value;
    this.resolved = true;
    this.callbacks.forEach(callback => callback(value));
    this.callbacks.length = 0;
  }
  then(callback: (value: T) => unknown): void {
    if (this.resolved) {
      callback(this.value !);
    } else {
      this.callbacks.push(callback);
    }
  }
}

/**
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 */

import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type} from '@angular/core';

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, INgModelController, IParseService, IScope} from './angular1';
import {$COMPILE, $INJECTOR, $PARSE, INJECTOR_KEY, LAZY_MODULE_REF, REQUIRE_INJECTOR, REQUIRE_NG_MODEL} from './constants';
import {DowngradeComponentAdapter} from './downgrade_component_adapter';
import {SyncPromise, Thenable} from './promise_util';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*

 * This helper function returns a factory function to be used for registering an AngularJS directive that wraps the "downgraded" component.

 * **Usage Notes**

 * **Examples**

 * Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.

 * ```
 * @example upgrade/static/ts/full/module.ts region="ng2-heroes"
 * ```

 * We must create an AngularJS [directive](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest) that will make this Angular component available inside AngularJS templates.

 * The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `downgraded` component.

 * ```
 * @example upgrade/static/ts/full/module.ts region="ng2-heroes-wrapper"
 * ```

 * For more details and examples on downgrading Angular components to AngularJS components please visit the doc. 

 * **Related Links**

 * - `UpgradeAppType` for specifying the type of the component.

 * - `controllerKey` to specify the name of the AngularJS controller.

 * - `getUpgradeAppType` to get the type of the component.

 * - `validateInjectionKey` to validate the injection key.

 * @param info contains information about the Component that is being downgraded:

 * - `component: Type<any>`: The type of the Component that will be downgraded.

 * - `downgradedModule?: string`: The name of the downgraded module (if any) that the component belongs to, as returned by a call to `downgradeModule()`.

 * - `propagateDigest?: boolean`: Whether to perform change detection on the component.

 * @returns a factory function that can be used to register the component in an AngularJS module.

 * @publicApi
 */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  selectors?: string[];
}): any /* angular.IInjectable */ {
  const directiveFactory:
    IAnnotatedFunction = function($compile: ICompileService, $injector: IInjectorService, $parse:
    (value: T) => unknown) {
      return !!obj && isFunction((obj as any).then);
    }

    /**
     * Synchronous, promise-like object.
     */
    export class SyncPromise<T> {
      protected value: T|undefined;
      private resolved = false;
      private callbacks:
        ((value: T) => unknown[]) = [];

      constructor(value: T) {
        if (!value) return;
      }

      resolve(value: T): void {
        if (this.resolved) return;
        this.value = value;
        this.resolved = true;
        this.callbacks.forEach(callback => callback(value));
        this.callbacks.length = 0;
      }

      then(callback: (value: T) => unknown): void {
        if (this.resolved) {
          callback(this.value !);
        } else {
          this.callbacks.push(callback);
        }
      }
    }

    const aggrPromise = new SyncPromise<T>();

    let resolvedCount = 0;
    const resolve = (idx: number, value: T) => {
      aggrPromise.resolve(results);
      valuesOrPromises.forEach((p, id) => {
        if (isThenable(p)) {
          p.then(v => resolve(id, v));
        } else {
          resolve(id, p);
        }
      });
      return aggrPromise;
    }

    resolve(value: T): void {
      if (this.resolved) return;
      this.value = value;
      this.resolved = true;
      this.callbacks.forEach(callback => callback(value));
      this.callbacks.length = 0;
    }

    then(callback: (value: T) => unknown): void {
      if (this.resolved) {
        callback(this.value !);
      } else {
        this.callbacks.push(callback);
      }
    }
  }

  // Do nothing, if already resolved.
  if (this.resolved) return;

  this.callbacks.forEach(callback => callback(value));
  this.callbacks.length = 0;

  if (this.resolved) {
    callback(this.value !);
  } else {
    this.callbacks.push(callback);
  }
}
IParseService): IDirective {
  // When using `downgradeModule()`, we need to handle certain things specially. For example:
  // - We always need to attach the component view to the `ApplicationRef` for it to be dirty-checked.
  // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the
    Angular zone.
  // NOTE: This is not needed, when using `UpgradeModule`, because `$digest()` will be run
    inside the Angular zone (except if explicitly escaped, in which case we shouldn't force it back in).

  const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
  const wrapCallback: <T>(cb: () => T) => typeof cb = isNgUpgradeLite ? cb => cb : cb => () => NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
  let ngZone: NgZone;

  // When downgrading multiple modules, special handling is needed wrt injectors.
  const hasMultipleDowngradedModules =
    isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);

  if (!parentInjector || hasMultipleDowngradedModules) {
    const lazyModuleRefKey = `${LAZY_MODULE_REF}${downgradedModule}`;
    validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);

    const lazyModuleRef = $injector.get(lazyModuleRefKey) as LazyModuleRef;
    moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>;
  }

  // Notes:
  //
  // There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be the same,
  // but that is irrelevant):
  // - `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be
    on the same tree as the `NgModule` that declares this downgraded component.
  // - `finalParentInjector` is used for all other injection purposes.
  // (Note that Angular knows to only traverse the component-tree part of that injector when looking for an injectable and then switch to the module injector.)

  const finalModuleInjector = moduleInjector || parentInjector;
  const finalParentInjector = parentInjector;

  // If there is a parent component that belongs to a different `NgModule`, then we
    use the `parentInjector` as `finalParentInjector` and this downgraded component's
    injector as `finalModuleInjector`. Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't bootstrap again).
  // Note 2: It is possible that (while there are multiple downgraded modules) this
    downgraded component and its parent component both belong to the same `NgModule`. In that case, we could have used the `parentInjector` as both
    `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are
    treating this case as if they belong to different `NgModule`s. That doesn't really affect anything, since `parentInjector` has `moduleInjector` as ancestor and trying to resolve `ComponentFactoryResolver` from either one will return the same instance.

  If there is a parent component, use its injector as parent injector. If this is a `top-level` Angular component, use the module injector.

  if (!parentInjector || hasMultipleDowngradedModules) {
    const finalParentInjector = parentInjector;
    moduleInjector = moduleInjector;
  }

  // If there is a parent component that belongs to the same `NgModule`, use its injector.
  if (parentInjector) {
    moduleInjector = parentInjector;
  }

  // Retrieve `ComponentFactoryResolver`
from the injector tied to the `NgModule` this component belongs to.

```
const componentFactoryResolver: ComponentFactoryResolver =
moduleInjector.get(ComponentFactoryResolver);
const componentFactory: ComponentFactory<any> =
    componentFactoryResolver.resolveComponentFactory(info.component) !;
```

```
componentFactory.create(projectableNodes);  
componentFactory.setupInputs(isNgUpgradeLite, info.propagateDigest);
componentFactory.setupOutputs();  
componentFactory.registerCleanup();  
injectorPromise.resolve(componentFactory.getInjector());
```

```
downgradeFn(isNgUpgradeLite ? doDowngrade : (pInjector:
    Injector, mInjector: Injector) => {
    if (!ngZone) {
        ngZone = pInjector.get(NgZone);
    }

    wrapCallback(() => doDowngrade(pInjector, mInjector))();
});
```

```
const projectableNodes = facade.compileContents();
facade.createComponent(projectableNodes);
```

Opening the document and looking at the code, it seems we have a section of code that is part of the `@angular/core` library, specifically dealing with dynamic module injection and creation. The code snippet shows how to create an instance of a component using Injector and how to use it within an Angular application.

The code is written in TypeScript and is part of the `@angular/core` library, which is used for creating dynamic modules and injecting services. The snippet involves creating a component instance, resolving the injectable, and then using it within an Angular application.

The context of the code suggests that it is part of the process of creating a dynamic module, where the service is injected into a component. This is a common technique in Angular for creating components that can utilize services without having them defined in the same module.

**Notes:**
- The code snippet is part of a larger context that deals with dynamic service injection and module creation.
- The `ComponentFactoryResolver` is used to resolve the component factory instance for a given service.
- The `ComponentFactory` is used to create a component instance from the factory.
- The `injectorPromise` is used to resolve and return the injector for the component.
- The `downgradeFn` function is used to downgrade a component to an AngularJS service.

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```
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```
'${directive.name}' is not a component, it is missing template.
}

buildController(controllerType: IController, $scope: IScope) {
  // TODO: Document that we do not pre-assign bindings on the controller
  // Quoted properties below so that this code can be optimized with Closure Compiler.
  const locals = {
    'scope': $scope, 'element': this.$element
  }
  const controller = this.$controller(controllerType, locals, null,
    this.directive.controllerAs); 
  this.$Element.data !(controllerKey(this.directive.name !), controller);
  
  return controller;
}

compileTemplate(template?: string): ILinkFn {
  if (template === undefined)
    return null;
  
  return this.compileHtml(template);
}

onDestroy($scope: IScope, controllerInstance?: any) {
  if (controllerInstance && isFunction(controllerInstance.$onDestroy)) {
    controllerInstance.$onDestroy();
  }

  $scope.$destroy();

  // Clean the jQuery/jqLite data on the component+child elements.
  // Equivalemt to how jQuery/jqLite invoke `cleanData` on an Element
  angularElement.cleanData(this.element);

  angularElement.cleanData(this.element.querySelectorAll("*"));
}

prepareTransclusion(): ILinkFn
{
  const transclude = this.directive.transclude;
  const contentChildNodes = this.extractChildNodes();

  const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
    let $template = contentChildNodes;

    if (transclude) {
      const slots = Object.create(null);

      if (typeof transclude === 'object') {
        $template = [];

        const slotMap = Object.create(null);
        const filledSlots = Object.create(null);

        // Parse the element selectors.
        Object.keys(transclude).forEach(slotName => {
          let selector = transclude[slotName];
          const optional = selector.charAt(0) === '?';
          selector = optional ? selector.substring(1) : selector;

          slotMap[selector] = slotName;
          slots[slotName] = null;    // `null`: Defined but not yet filled.
          filledSlots[slotName] = optional;  // Consider optional slots as filled.
        });

        // Add the matching elements into their slot.
        contentChildNodes.forEach(node => {
          const slotName = slotMap[directiveNormalize(node.nodeName.toLowerCase())];
          if (slotName) {
            filledSlots[slotName] = true;
            slots[slotName] = slots[slotName] || [];
          } else {
            $template.push(node);
          }
        });

        // Check for required slots that were not filled.
        Object.keys(slots).filter(slotName => slots[slotName] === null).forEach(slotName => {
          let selector = slotMap[slotName];

          slotMap[directiveNormalize(slotName.toLowerCase())] = selector;
        });

      } else {
        $template = contentChildNodes;
        $template.forEach(node => {
          if (node.nodeType === Node.TEXT_NODE && !node.nodeValue)
            node.nodeValue = '\u200C';
        });
      }

      return cloneAttachFn (!$template, scope);
    }

    return cloneAttachFn (!$template, scope);
  };

  return attachChildrenFn;
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
  const directiveRequire =

constructor(@Inject($SCOPE) scope: IScope, injector: Injector, elementRef: ElementRef) {
  super(
    new UpgradeHelper(injector, name, elementRef, self.directive || undefined), scope, self.template,
    self.inputs, self.outputs, self.propertyOutputs, self.checkProperties, self.propertyMap) as any;
}

this.type = MyClass;
}

extractBindings() {
  const btcIsObject = typeof this.directive !== 'object';
  if (btcIsObject && Object.keys(this.directive).length) {
    throw new Error('Binding definitions on scope and controller at the same time are not supported.');
  }

  const context = (btcIsObject) ? this.directive.bindToController : this.directive.scope;
  if (typeof context == 'object') {
    Object.keys(context).forEach(propName => {
      const definition = context[propName];
      const bindingType = definition.charAt(0);
      const bindingOptions = definition.charAt(1);
      const attrName = definition.substring(bindingOptions === '?' ? 2 : 1) || propName

      switch (bindingType) {
        case '@':
        case '<':
          this.inputs.push(inputName);
          this.inputsRename.push(inputNameRename);
          this.propertyMap[inputName] = propName;
          break;
        case '=':
          this.inputs.push(inputName);
          this.inputsRename.push(inputNameRename);
          this.propertyMap[inputName] = propName;

          this.outputs.push(outputName);
          this.outputsRename.push(outputNameRenameChange);
          this.propertyMap[outputName] = propName;
          this.checkProperties.push(propName);
          this.propertyOutputs.push(outputName);
          break;
        case '&':
          this.outputs.push(outputName);
          this.outputsRename.push(outputNameRename);
          this.propertyMap[outputName] = propName;
          break;
        default:
          let json = JSON.stringify(context);
          throw new Error(`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`);
      }
    });
  }
}

resolve(exportedComponents: {[name: string]: UpgradeNg1ComponentAdapterBuilder}, $injector: IInjectorService): Promise<any> {
  const promises = Object.keys(exportedComponents).map(name => {
    const exportedComponent = exportedComponents[name];
    exportedComponent.directive = UpgradeHelper.getDirective($injector, name);
    exportedComponent.extractBindings();

    return Promise.resolve(UpgradeHelper.getTemplate($injector, exportedComponent.directive, true)).then(template => {
      exportedComponent.template = template;
    });
  });

  return Promise.all(promises);
}

class UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck {
  private controllerInstance: IControllerInstance|null = null;
  destinationObj: IBindingDestination|null = null;
  checkLastValues: any[] = [
  ];
  directive: IDirective;
  element: Element;
  $element: any = null;
  componentScope: IScope;

  constructor(
    private helper: UpgradeHelper, scope: IScope, private template: string,
    private inputs: string[], private outputs: string[],
    private propOuts: string[],
    private checkProperties: string[],
    private propertyMap: {[key: string]: string}) {
    this.directive = helper.directive;
    this.element = helper.element;
    this.$element = helper.$element;
    this.componentScope = scope.$new(!!this.directive.scope);

    const controllerType = this.directive.controllerType;
    if (this.directive.bindToController & controllerType) {
      this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
      this.destinationObj = this.controllerInstance;
    } else {
      this.destinationObj = this.componentScope;
    }

    for (let i = 0; i < inputs.length; i++) {
      (this as any)[inputs[i]] = null;
    }
    for (let j = 0; j < outputs.length; j++) {
      (this as any)[outputs[j]] = new EventEmitter<any>();
    }

    this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    this.destinationObj = this.controllerInstance;
  }

  ngOnInit() {
    // Collect contents, insert and compile template
    const attachChildNodes: ILinkFn|undefined = this.helper.prepareTransclusion();
    const linkFn = this.helper.compileTemplate(this.template);

    // Instantiate controller (if not already done so)
    (this as any)[controllerType] = this.controllerInstance;
    (this as any)[controllerType] = this.controllerInstance;
  }
}
angular directive, which bootstraps the AngularJS component directive in that location. An Angular component can be downgraded to an AngularJS component directive. This creates an AngularJS directive, which bootstraps the Angular component in that location. Whenever an adapter component is instantiated the host element is owned by the framework doing the instantiation. The other framework then instantiates and owns the view for that component. This implies that component bindings will always follow the semantics of the instantiation framework. The syntax is always that of Angular syntax.

### Example

```typescript
import { NgModule, Component, Input } from '@angular/core';
import { UpgradeAdapter } from './upgrade-adapter';

@Component({
  selector: 'ng1-hello',
  template: `Hello {{name}}!`,
  directives: []
})
class Greeter {
  @Input() name: string;
}

@Component({
  selector: 'greet',
  template: `{{salutation}} {{name}}! - <ng-content></ng-content>`
})
class Greeter {
  @Input() salutation: string;
  @Input() name: string;
}

@NgModule({
  declarations: [Greeter],
  imports: []
})
class MyNg2Module {

const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);
module.directive('greet', adapter.downgradeNg2Component(Greeter));
module.directive('ng1-hello', adapter.upgradeNg1Component('ng1-hello'));

const ng2Module = angular.module('myExample', []);
const ng1Module = angular.module('myExample', []);

ng2Module.directive('greeting', adapter.downgradeNg2Component(Greeter));
ng1Module.directive('ng1-hello', adapter.upgradeNg1Component('ng1-hello'));

ng2Module.directive('ng1-comp', adapter.upgradeNg1Component('ng1-comp'));

const ng2Component = adapter.upgradeNg1Component('ng2-comp');
const ng1Component = adapter.downgradeNg2Component(angular.module('myExample', []));

const module = angular.module('myExample', []);
module.directive('ng1-hello', adapter.upgradeNg1Component('ng1-hello'));
module.directive('ng1-comp', adapter.downgradeNg2Component(angular.module('myExample', [])));
[BrowserModule]\n * *
 * class MyNg2Module {
 * *
 * document.body.innerHTML =<ng1 template: <greet salutation="Hello" [name]="world">text</greet>;
 * *
 * 
  * adapter.bootstrap(document.body, ['myExample']).ready(function() {
 * 
  * expect(document.body.textContent).toEqual("ng1 template: Hello world! -
  * 
  * text()");
 * *
 * downgradeNg2Component(component: Type<any>); Function {
 * 
  * this.downgradedComponents.push(component); return
  * *
 * 
 * Allows AngularJS Component to be used from Angular.
 * *
 * Use `upgradeNg1Component` to create an Angular component from AngularJS Component
 * *
 * directive. The adapter will bootstrap AngularJS component from within the Angular
 * *
 * template. *
 * *
 * Attribute: `\<comp name=\"World\"\>`
 * *
 * Interpolation: `\<comp greeting=\"Hello
 * {
 * [name]\} \"\>`
 * *
 * Expression: `\<comp [name]=\"username\">\`
 * *
 * Event: `\<comp
 * close=\"doSomething()\">\`
 * *
 * Transclusion: yes
 * *
 * Only some of the features of
 * *
 * [Directive Definition Object](https://docs.angularjs.org/api/ng/service/$compile) are
 * *
 * supported because the host element is owned by Angular, which does
 * *
 * not allow modifying DOM structure during compilation.
 * *
 * - 'controller': supported. (NOTE: injection of `$attrs` and `$transclude` is not
 * *
 * supported, `\<controllerAs\>`: supported.)
 * *
 * - 'bindToController': supported. *
 * *
 * - 'link': supported. (NOTE: only pre-link function is supported.)
 * *
 * - 'priority': ignored.
 * *
 * - 'replace': not supported.
 * *
 * - 'require': supported.
 * *
 * - 'restrict': must be set to 'E'.
 * *
 * - 'scope': supported.
 * *
 * - 'template': supported.
 * *
 * - 'templateUrl': supported.
 * *
 * - 'terminal': ignored.
 * *
 * - 'transclude': supported.
 * *
 * - 'controllerAs': supported.
 * *
 * - 'ngClass': supported.
 * *
 * - 'ngStyle': supported.
 * *
 * - 'ngTransclude': supported.
 * *
 * - 'ngModel': supported.
 * *
 * - 'ngValue': supported.
 * *
 * - 'tag': not
 * *
 * supported.
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 * - 'input': not supported.
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 * - 'output': not supported.
 * *
 * - 'reflectChanges': not supported.
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 * - 'inputAs': not supported.
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 * - 'outputAs': not supported.
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 * - 'inputUsing': not supported.
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 * - 'outputUsing': not supported.
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 * - 'inputAsInterface': not supported.
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 * - 'outputAsInterface': not supported.
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 * - 'reflectChangesUsing': not supported.
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 * - 'inputAsInterfaceUsing': not supported.
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 * - 'outputAsInterfaceUsing': not supported.
 * *
 * - 'bindToControllerAs': not supported.
 * *
 * - 'linkAs': not supported.
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 * - 'priorityAs': not supported.
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 * - 'replaceAs': not supported.
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 * - 'requireAs': not supported.
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 * - 'restrictAs': not supported.
 * *
 * - 'scopeAs': not supported.
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 * - 'transcludeAs': not supported.
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 * - 'controllerAsInterface': not supported.
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 * - 'linkAsInterface': not supported.
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 * - 'priorityAsInterface': not supported.
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 * - 'replaceAsInterface': not supported.
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 * - 'requireAsInterface': not supported.
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 * - 'restrictAsInterface': not supported.
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 * - 'scopeAsInterface': not supported.
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 * - 'transcludeAsInterface': not supported.
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 * - 'inputAsInterfaceUsing': not supported.
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 * - 'outputAsInterfaceUsing': not supported.
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 * - 'reflectChangesAs': not supported.
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 * - 'reflectChangesAsInterface': not supported.
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 * - 'inputUsingAsInterface': not supported.
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 * - 'outputUsingAsInterface': not supported.
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 * - 'inputAsInterfaceUsingUsing': not supported.
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 * - 'outputAsInterfaceUsingUsing': not supported.
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 * - 'reflectChangesUsingAsInterface': not supported.
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 * - 'reflectChangesUsingAsInterfaceUsing': not supported.
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 * - 'inputAsInterfaceUsingAsInterface': not supported.
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 * - 'outputAsInterfaceUsingAsInterface': not supported.
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 * - 'inputAsInterfaceUsingAsInterfaceUsing': not supported.
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 * - 'outputAsInterfaceAsInterfaceUsing': not supported.
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 * - 'inputAsInterfaceAsInterfaceUsingUsing': not supported.
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 * - 'outputAsInterfaceAsInterfaceUsingUsing': not supported.
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 * - 'reflectChangesAsInterfaceUsing': not supported.
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 * - 'reflectChangesAsInterfaceUsingUsing': not supported.
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 * - 'inputUsingAsInterfaceUsingUsing': not supported.
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 * - 'outputUsingAsInterfaceUsingUsing': not supported.
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 * - 'reflectChangesAsUsing': not supported.
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 * - 'reflectChangesUsing': not supported.
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 * - 'inputUsingUsingUsing': not supported.
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 * - 'outputUsingUsingUsing': not supported.
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 * - 'reflectChanges': not supported.
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 * - 'reflectChangesUsing': not supported.
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 * - 'reflectChangesUsingUsing': not supported.
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 * - 'inputUsing': not supported.
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 * - 'outputUsing': not supported.
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 * - 'inputUsingUsing': not supported.
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 * - 'outputUsingUsing': not supported.
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 * - 'reflectChangesUsingUsing': not supported.
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 * - 'inputUsingAs': not supported.
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 * - 'outputUsingAs': not supported.
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 * - 'outputUsingAsUsing': not supported.
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 * - 'reflectChangesAs': not supported.
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 * - 'reflectChangesAsUsing': not supported.
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 * - 'reflectChangesAsUsingUsing': not supported.
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 * - 'inputAs': not supported.
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 * - 'inputAsUsing': not supported.
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 * - 'outputAsUsing': not supported.
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 * - 'reflectChangesUsing': not supported.
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 * - 'reflectChangesUsingUsing': not supported.
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 * - 'inputUsingUsing': not supported.
 * *
 * - 'outputUsingUsing': not supported.
 * *
 * - 'reflectChangesUsingUsing': not supported.
 * *
 * - 'inputUsingAsUsing': not supported.
 * *
 * - 'outputUsingAsUsing': not supported.
UpgradeAdapterRef {
  // Make sure resumeBootstrap() only exists if the current bootstrap is deferred
  windowAngular.resumeBootstrap = undefined;

  this.ngZone.run(() => { bootstrap(element, [this.ng1Module.name], config !); });
  const ng1BootstrapPromise = new Promise((resolve) => {
    if (windowAngular.resumeBootstrap) {
      const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
      windowAngular.resumeBootstrap = function() {
        windowAngular.resumeBootstrap = originalResumeBootstrap;
        const r = windowAngular.resumeBootstrap.apply(this, arguments);
        resolve();
        return r;
      };
    } else {
      resolve();
    }
  });

  Promise.all([this.ng2BootstrapDeferred.promise, ng1BootstrapPromise]).then(([ng1Injector]) => {
    angularElement(element).data !(controllerKey(INJECTOR_KEY), this.moduleRef !.injector);
    this.moduleRef !.injector.get<NgZone>(NgZone).run(() => { (<any>upgrade)._bootstrapDone(this.moduleRef, ng1Injector); });
  });
}

/**
 * Allows Angular service to be accessible from AngularJS.
 *
 * @usageNotes
 * ### Example
 *
 * ```
 * class Example {
 * }
 *
 * const adapter = new UpgradeAdapter(MyNg2Module);
 *
 * const module = angular.module('myExample', []);
 * module.factory('example', adapter.downgradeNg2Provider(Example));
 *
 * adapter.bootstrap(document.body, ['myExample']).ready((ref) => {
 *   const example: Example = ref.ng1Injector.get('example');
 * });
 *
 * ```
 */
  downgradeNg2Provider(token: any): Function { return downgradeInjectable(token); }

  /**
   * Declare the AngularJS upgrade module for this adapter without bootstrapping the whole
   * hybrid application.
   */

This method is automatically called by `bootstrap()` and `registerForNg1Tests()`. It returns The AngularJS upgrade module that is declared by this method. This method is automatically called by `bootstrap()` and `registerForNg1Tests()`.

```typescript
/**
 * @param modules
 * @returns The AngularJS upgrade module that is declared by this method
 * @usageNotes
 * ### Example
 *
 * ```
 * const upgradeAdapter = new UpgradeAdapter(MyNg2Module);
 * upgradeAdapter.declareNg1Module(['heroApp']);
 * ```
 */
private declareNg1Module(modules: string[] = []): IModule {
  const delayApplyExps: Function[] = [];
  let original$applyFn: Function;
  let rootScopePrototype: any;
  let rootScope: IRootScopeService;

  rootScopePrototype = this.$rootScopePrototype;
  if (rootScopePrototype.hasOwnProperty('$apply')) {
    original$applyFn = rootScopePrototype.$apply;
    rootScopePrototype.$apply = (exp: any) => delayApplyExps.push(exp);
  } else {
    throw new Error('Failed to find \'$apply\' on \'$rootScope\'!');
  }
  return rootScope = rootScopePrototype;
}
```

```typescript
platformRef
    .bootstrapModule(
        DynamicNgUpgradeModule, {
          ngZone: this.$ngZone
        })
    .then((ref: NgModuleRef<any>) => {
      this.$moduleRef = ref;
      this.$ngZone.run(() => {
        if (rootScopePrototype) {
          rootScopePrototype.$apply = original$applyFn;  // restore original $apply
          while (delayApplyExps.length) {
            rootScope.$apply(delayApplyExps.shift());
          }
          rootScopePrototype = null;
        }
      });
    })
    .then(() => {
      let subscription =
```
this.ngZone.onMicrotaskEmpty.subscribe({
    next: () => {
        if (rootScope.$$phase) {
            console.warn('A digest was triggered while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');
        }
    }
}).unsubscribe();

return rootScope.$digest();

return ng2BootstrapDeferred.reject(e);

this.callbacks.push(callback);

this.callbacks.forEach((callback) => callback(injector));
this.callbacks.length = 0;

this._readyFn && this._readyFn(this);

});

ng1Injector.$destroy();
ng2ModuleRef.destroy();

};

const bootstrapDone = (ngModuleRef: NgModuleRef<any>, ng1Injector: IInjectorService) => {
    ng1Injector.get($ROOT_SCOPE).$destroy();
    ng2ModuleRef.destroy();
};

export {UpgradeAdapterRef, bootstrapDone};

/**
 * Generated bundle index.
 * Do not edit.
 */

export * from './index';


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2536
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/fesm2015/upgrade.js.map

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```javascript
```

---

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---

C:\IAC9C,yCAsC;IAC/C,wCAsC;...............;ACqBxC;:GAEG;...
getAngularJSGlobal(): * Resets the AngularJS global. * Used when AngularJS is loaded lazily, and not available on `window`.

```javascript
/**
 * Resets the AngularJS global.
 *
 * Used when AngularJS is loaded lazily, and not available on `window`.
 *
 * @publicApi
 */
export function setAngularJSGlobal(ng: any): void {
  angular = ng;
}

/**
 * Returns the current AngularJS global.
 *
 * @publicApi
 */
export function getAngularJSGlobal(): any {
  return angular;
}

export const bootstrap: typeof angular.bootstrap = (e, modules, config?) => angular.bootstrap(e, modules, config);

// Do not declare as `module` to avoid webpack bug
// (see https://github.com/angular/angular/issues/30050).

export const module_: typeof angular.module = (prefix, dependencies?) => angular.module(prefix, dependencies);

export const $$TESTABILITY = '$$testability';

export const COMPILER_KEY = '$$$angularCompiler';
export const DOWNGRADED_MODULE_COUNT_KEY = '$$$angularDowngradedModuleCount';
export const GROUP_PROJECTABLE_NODES_KEY = '$$$angularGroupProjectableNodes';
export const INJECTOR_KEY = '$$$angularInjector';
export const LAZY_MODULE_REF = '$$$angularLazyModuleRef';
export const NG_ZONE_KEY = '$$$angularNgZone';
export const UPGRADE_APP_TYPE_KEY = '$$$UpgradeAppType';

export const REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;
export const REQUIRE_NG_MODEL = '?ngModel';

export const UPGRADE_MODULE_NAME = '$$$UpgradeModule';
```

```
Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.

```typescript
<code-tabs>
  <code-pane header="module.spec.ts" path="upgrade/static/ts/full/module.spec.ts"></code-pane>
  <code-pane header="module.ts" path="upgrade/static/ts/full/module.ts"></code-pane>
</code-tabs>
```

```typescript
export function createAngularTestingModule(angularJSModules: string[], strictDi?: boolean): Type<any> {
  angular.module('_$$angularJSTestingModule', angularJSModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, () => injector);
  $injector = angular.injector(["ng", '$$angularJSTestingModule'], strictDi);
  return AngularTestingModule;
}
```

```typescript
/**
 * A helper function to use when unit testing AngularJS services that depend upon downgraded Angular services.
 * This function returns an AngularJS module that is configured to wire up the Angular JS and Angular
 * injectors without the need to actually bootstrap a hybrid application. This makes it simpler and faster to unit test services.
 * Use the returned AngularJS module in a call to `angular.mocks.module` to include this module in the unit test injector.
 * Services that are (or have dependencies on) a downgraded Angular service, will be instantiated as needed by the Angular root `Injector`. This function returns a `string` that can be found in the LICENSE file at https://angular.io/license
 */

```typescript
export function createAngularJSTestingModule(angularModules: any[]): string {
  return ng.module('_$$angularJSTestingModule', angularModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, ($INJECTOR) => {
      return $INJECTOR;
    })
    .factory(INJECTOR_KEY, ($INJECTOR) => {
      return $INJECTOR;
    });
}
```

This helper is for testing services not components. For Component testing you must still bootstrap a hybrid app. See `UpgradeModule` or `downgradeModule` for more information.

The resulting configuration does not wire up AngularJS digests to Zone hooks. It is the responsibility of the test writer to call `$rootScope.$apply` as necessary, to trigger AngularJS handlers of async events from Angular.

The helper sets up global variables to hold the shared Angular and AngularJS injectors. Only call this helper once per spec.

Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.

Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.

```typescript
<code-tabs>
  <code-pane header="module.spec.ts" path="upgrade/static/ts/full/module.spec.ts"></code-pane>
  <code-pane header="module.ts" path="upgrade/static/ts/full/module.ts"></code-pane>
</code-tabs>
```

```typescript
/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 */

```typescript
import {Injector} from '@angular/core';
import {TestBed} from '@angular/core/testing';

import * as ng from '../../../src/common/src/angular1';
import {$INJECTOR, INJECTOR_KEY, UPGRADE_APP_TYPE_KEY} from '../../../src/common/src/constants';
import {UpgradeAppType} from '../../../src/common/src/util';

```

```typescript
/**
 * A helper function to use when unit testing AngularJS services that depend upon downgraded Angular services.
 * This function returns an AngularJS module that is configured to wire up the Angular JS and Angular injectors without the need to actually bootstrap a hybrid application. This makes it simpler and faster to unit test services.
 * Use the returned AngularJS module in a call to `angular.mocks.module` to include this module in the unit test injector.
 * Services that are (or have dependencies on) a downgraded Angular service, will be instantiated as needed by the Angular root `Injector`. This function returns a `string` that can be found in the LICENSE file at https://angular.io/license
 */
```
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/fesm5/static/testing.js.map

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Angular
=======

The sources for this package are in the main [Angular](https://github.com/angular/angular) repo. Please file issues
and pull requests against that repo.

Usage information and reference details can be found in [Angular documentation](https://angular.io/docs).

License: MIT

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/README.md

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/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm2015/static/src/downgrade_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm2015/static/testing/src/create_angularjs_testing_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/dynamic/src/upgrade_ng1_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  zip/esm5/src/common/src/component_info.js
No license file was found, but licenses were detected in source scan.

```js
/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 */

export type Ng1Token = string;

export type Ng1Expression =
```

["version":3,"file":"static\testing\src\create\angular\testing\module.js","sources":["../../../../packages\upgrade\src\common\src\angular1.ts","../../../../packages\upgrade\src\common\src\constants.ts","../../../../packages\upgrade\static\testing\src\create\angular_testing\module.ts","../../../../packages\upgrade\static\testing\src\create\angularjs_testing\module\ts","../../../../packages\upgrade\static\testing\src\create\angular\testing\module\ts","../../../../packages\upgrade\static\testing\src\create\angularjs\testing\module\ts"],"sourcesContent":["/*

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*/

NG1Token = string;

Ng1Expression =
```
export interface IAnnotatedFunction extends Function {
  // Older versions of `@types/angular` typings extend the global 'Function' interface with
  // `Sinject?: string[]`, which is not compatible with `$inject?: ReadonlyArray<string>`
  // (used in latest versions).
  $inject?: Ng1Token[

  export function extends $inject?: Ng1Token[
    readonly type Injectable = (Ng1Token | Function)[] | IAnnotatedFunction]

  export type SingleOrListOrMap<T> = T | T[] | {[key: string]: T}[

  export interface IModule {
    name: string;
    requires: (string[] | Injectable)[

    config(fn: Injectable): IModule;

    run(a: Injectable): IModule;

    export interface ICompileService {
      (element: Element|NodeList|Node[] | string,
       transclude?: Function): ILinkFn;

      export interface ILinkFn {
        (scope: IScope, cloneAttachFn?: ICloneAttachFunction, options?: ILinkFnOptions): IAugmentedJQuery;

        $$slots?: {[slotName: string]: string[]};

        export interface ILinkFnOptions {
          parentBoundTranscludeFn?: Function;

          transcludeControllers?: {[key: string]: any}[];

          futureParentElement?: Injectable;

        }

        export interface IRootScopeService {
          $new(isolate?: boolean): IScope;

          $id: string;

          $parent: IScope;

          $root: IScope;

          $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;

          $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;

          $destroy(): void;

          $apply(exp?: Ng1Expression): any;

          $digest(): void;

          $evalAsync(exp: Ng1Expression, locals?: any): void;

          $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;

          $$childTail: IScope;

          $$childHead: IScope;

          $$nextSibling: IScope;

        }

        export interface IScope extends IRootScopeService {}

        export interface IDirective {
          compile?: IDirectiveCompileFn;

          controller?: IController;

          controllerAs?: string;

          bindToController?: boolean|
          {[key: string]: string};

          link?: IDirectiveLinkFn | IDirectivePrePost;

          name?: string;

          priority?: number;

          replace?: boolean;

          require?: DirectiveRequireProperty;

          restrict?: string;

          scope?: boolean |
          {[key: string]: string};

          template?: string | Function;

          templateUrl?: string | Function;

          templateNamespace?: string;

          terminal?: boolean;

          transclude?: DirectiveTranscludeProperty;

          transcludeControllers?: {[key: string]: any}[];

          futureParentElement?: Injectable;

          $$compile?: IDirectiveCompileFn;

          $$controller?: IController;

          $$controllerAs?: string;

          $$link?: IDirectiveLinkFn;

          $$linking?: IDirectiveLinkFn;

          $$controllerRef?: any;

          $$transclude?: DirectiveTranscludeProperty;

          $$parentBoundTranscludeFn?: Function;

          $$controllerPost?: IDirectivePrePost;

          $$compileAs?: IDirectivePrePost;

          $$controllerPostAndPre?: IDirectivePrePost;

          $$linkPost?: IDirectiveLinkFn;

          $$linkPre?: IDirectiveLinkFn;

          $$parent?: IScope;

          $$nextSibling?: IScope;

          $$childHead?: IScope;

          $$childTail?: IScope;

          $$injector?: IInjectorService;

          $$triggerHandler?: (eventTypeOrObject: string | Event, extraParameters?: any[]): IAugmentedJQuery;

          $$putInDOM?: (hasDOM?: boolean) => IAugmentedJQuery;

          $$putInDOMAs?: (hasDOM?: boolean) => IAugmentedJQuery;

          $$removeAs?: (hasDOM?: boolean) => IAugmentedJQuery;

        }

        export interface IInjectorService {
          (token: Ng1Token, provider: IProvider): IProvider;

          factory(token: Ng1Token, factory: Injectable): IProvider;

          service(token: Ng1Token, type: Injectable): IProvider;

          value(token: Ng1Token, factory: Injectable): IProvider;

          constant(token: Ng1Token, value: any): IProvider;

          decorator(token: Ng1Token, factory: Injectable): IProvider;

          };

          run(a: Injectable): IModule;

          export interface ICompileService {

          (element: Element|NodeList|Node[] | string,
           transclude?: Function): ILinkFn;

           export interface ILinkFn {

           config(fn: Injectable): IModule;

...
interface IParseService {
  (expression: string): ICompiledExpression;
}
interface ICompiledExpression {
  (context: any, locals: any): any;
  assign?: (context: any, value: any) => any;
}

export interface IHttpBackendService {
  (method: string, url: string, post?: any, callback?: Function, headers?: any, timeout?: number,
   withCredentials?: boolean): void;
}

export interface ICacheObject {
  put<T>(key: string, value?: T): T;
  get(key: string): any;
}

export interface ITemplateCacheService extends ICacheObject {}

export interface ITemplateRequestService {
  (template: string|any /* TrustedResourceUrl */, ignoreRequestError?: boolean): Promise<any>;
}

export interface IController = string | IInjectable;

export interface IControllerService {
  (controllerConstructor: IController, locals?: any, later?: any, ident?: any): any;
  (controllerName: string, locals?: any): any;
}

export interface IInjectorService {
  get(key: string): any;
  has(key: string): boolean;
}

export interface IIntervalService {
  (func: Function, delay: number, count?: number, invokeApply?: boolean, ...args: any[]): void;
  cancel(promise: Promise<any>): boolean;
}

export interface ITestabilityService {
  findBindings(element: Element, Element: boolean): Element;
  findModels(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
  getLocation(): string;
  setLocation(url: string): void;
  whenStable(callback: Function): void;
}

export interface INgModelController {
  $render(): void;
  $isEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): void;
  $setTouched(): void;
  $rollbackViewValue(): void;
  $validate(): void;
  $commitViewValue(): void;
  $viewValue: any;
  $modelValue: any;
  $parsers: Function[];
  $formatters: Function[];
  $validators: {
    [key: string]: Function;
  };
  $asyncValidators: {
    [key: string]: Function;
  };
  $viewChangeListeners: Function[];
  $error: Object;
  $pending: Object;
  $untouched: boolean;
  $touched: boolean;
  $pristine: boolean;
  $dirty: boolean;
  $valid: boolean;
}

export function noNg(): never {
  throw new Error('AngularJS v1.x is not loaded!');
}

const noNgElement: typeof angular.element = (() => noNg()) as any;
noNgElement.cleanData = noNg;

let angular: {
  bootstrap: (e: Element, modules: (string | IInjectable)[], config?: IAngularBootstrapConfig) =>
  IInjectorService,
  module: (prefix: string, dependencies?: string[]) => IModule,
  element: {
    (e: string | Element | Document | IAugmentedJQuery): IAugmentedJQuery;
    cleanData: (nodes: Node[] | NodeList) => void;
  },
  injector: (modules: Array<string|IInjectable>, strictDi?: boolean) => IInjectorService,
  version: {major: number},
  resumeBootstrap: () => void,
  getTestability: (e: Element): ITestabilityService
} = {
  bootstrap: noNg,
  module: noNg,
  element: noNgElement,
  injector: noNg,
  version: undefined as any,
  resumeBootstrap: noNg,
  getTestability: noNg
};

/**
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 *
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 */

export const $COMPILE = '$compile';

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* * *
```javascript
$CONTROLLER = 'controller';
$DELEGATE = 'delegate';

export const $EXCEPTION_HANDLER = 'ExceptionHandler';

export const $HTTP_BACKEND = 'httpBackend';

export const $INTERVAL = 'interval';

export const $PARSE = 'parse';

export const $PROVIDE = 'provide';

export const $ROOT_SCOPE = 'rootScope';

export const $SCOPE = 'scope';

export const $TEMPLATE_CACHE = 'templateCache';

export const $TEMPLATE_REQUEST = 'templateRequest';

export const $$TESTABILITY = 'testability';

export const COMPILER_KEY = '$angularCompiler';

export const DOWNGRADED_MODULE_COUNT_KEY = '$angularDowngradedModuleCount';

export const GROUP_PROJECTABLE_NODES_KEY = '$angularGroupProjectableNodes';

export const INJECTOR_KEY = '$angularInjector';

export const LAZY_MODULE_REF = '$angularLazyModuleRef';

export const REQUIRE_PG_MODEL = '?ngModel';

export const UPGRADE_MODULE_NAME = '$UpgradeModule';

/**
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 *
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 */

import {Injector, NgModule, Type} from '@angular/core';

import * as angular from '../../../src/common/src/angular1';
import {$INJECTOR, INJECTOR_KEY, UPGRADE_APP_TYPE_KEY} from '../../../src/common/src/constants';
import {UpgradeAppType} from '../../../src/common/src/util';

let $injector: angular.IInjectorService|null = null;
let injector: Injector;

export function $injectorFactory() {
  return $injector;
}

@NgModule({providers: [{provide: $INJECTOR, useFactory: $injectorFactory}]})
export class AngularTestingModule {
  constructor(i: Injector) { injector = i; }
}

/**
 * A helper function to use when unit testing Angular services that depend upon upgraded AngularJS services.
 *
 * This function returns an `NgModule` decorated class that is configured to wire up the Angular and AngularJS injectors without the need to actually bootstrap a hybrid application.
 *
 * This makes it simpler and faster to unit test services.
 *
 * Use this function to create a shared Angular and AngularJS injector that can be used in multiple tests.
 *
 * In the following code snippet, we are configuring the TestBed with two imports.
 * The `Ng2AppModule` is the Angular part of our hybrid application and the `ng1AppModule` is the AngularJS part.
 * For Component testing you must still bootstrap a hybrid app.
 *
 * >>>
 * 
 * ```
 * $injector = angular.injector(['ng', ...
 * ```
 * 
 * Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.
 * 
 * <code-tabs>
 *  <code-pane header="module.spec.ts" path="upgrade/static/ts/full/module.spec.ts"></code-pane>
 *  <code-pane header="module.ts" path="upgrade/static/ts/full/module.ts"></code-pane>
 * </code-tabs>
 *
 * @param angularJSModules a collection of the names of AngularJS modules to include in the configuration.
 * @param strictDi whether the AngularJS injector should have `strictDI` enabled.
 *
 * @publicApi
 */
export function createAngularTestingModule(angularJSModules: string[], strictDi?: boolean): Type<any> {
  angular.module('$$angularJSTestingModule', angularJSModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.JS);
  }```
'$$angularJSTestingModule', strictDi),
  return AngularTestingModule;
})

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 * found in the LICENSE file at https://angular.io/license
 */

import {Injector} from '@angular/core';
import {TestBed} from '@angular/core/testing';

/* $INJECTOR, INJECTOR_KEY, UPGRADE_APP_TYPE_KEY */

/**
 * Helper function to use when unit testing AngularJS services that depend upon
 * downgraded Angular services.
 * This function returns an AngularJS module that is configured to wire up the
 * AngularJS and Angular injectors without the need to actually bootstrap a
 * hybrid application.
 * This makes it simpler and faster to unit test services.
 * Use the returned AngularJS module in a call to
 *
 * ['angular.mocks.module']
 *
 * * @param {angularModules} angularModules a collection of Angular modules to include in the
 *   configuration.
 * * @publicApi
 */

export function createAngularJSTestingModule(angularModules: any[]): string {
  return ng.module_('$$angularJSTestingModule', angularModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY,()
    TestBed.configureTestingModule({
      imports: angularModules,
      providers: [{provide: $INJECTOR, useValue: $injector}
    ]
  });
  return TestBed.inject(Injector);
}

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm2015/static/testing.js.map

No license file was found, but licenses were detected in source scan.
M, IAA17F, MAAM, eAAiB8F, EAAkB, gJAIvD, MACJ, QACI, MAAM, IAA19F, MAAM, eAAiB8F, EAAkB;.....AA
mD, IAAuP1G, EAEvPAC, EAAgB, CAChBC, mA BAABnB, GAEnBC, EAA2C, WAC3, SAASA, EAA08F, EAA35G, E
AOAC, EAAOOC, EAAaGBIB, EAAWmB, EAAUUC, EAAUQC, EAAaBC, GAC9H9G, KAACK, QAAUAI, EAC1F,
KAACKg, MAAQA, EACbvg, KAAKwG, MAAQA, EACbvg, KAAKyG, QAAUAI, EAC1F, KAAKKO, eAAiBA, E
CA1B, KAAKwffiU, YAAYA, EACb1fx, KAA2G, SAAWA, EACB3G, KAA4G, OAAAS, EAC4D5G, KAA6G, iBA
AmBA, EACx7B, KAGk8I, BAAaA, eACbG9, KAAK6G, QAAUAI, EAC4B3G, EAA6M, KAAKgH, iBAAnnB, EACx7BH, K
AAKHi, aAAe, GACCpBH, KAAKkH, eAAiBA, EAAWmW, OAA6LhC, OAA3LAb, EAA0BnC, UAAuDi, gBAANNB, WAC1
D, IAAIC, EAAQvKH, KACRNsH, EA2B, GAE3BC, EADMvBH, KAAKwW, wBACDG, KAAAI, SAASnG, GAASS,
+FeAAAM, SAAVfiS, MAOQ5E, OAPABBK, KAAKKO, QAAQUIH, QAC6B, EAAQlI, SAAUQI, SAAUC, GACBa, BAAOE,
EAMb, OAAO, UAAuQGC, BAA1B, EAAyBt, KAAK6E, GAC9BR, EAASn9G, QAAQulH, OAAOD, SAGtBP, GAE
XhB, EA40BnC, UAAU4D, gBAANNB, SAAUC, GAC5D, IAASC, EAAgBn1, EAAKol1, SAASC, OAAAO, CAACE,
UAD3B, CAC, CAAECC, QAA36G, EAAQC, SAAU1, KAAKKH, iBACCqB, OAAQvG, LAAKoG, eAAeBJ, BAAAME,
PjGf, KAAKw1, aACxlI, KAAss6G, iBAAssB, OAAOFA, EAAeAe, EAAAnnBI, KAAKKO, QAAOQ, IAC, EP, KAAKy1,mB
BAAssB, KAAkW1, aAAaAH, SAAAFK, IAA15F, EAA4K1, mBAc9D11, KAA2L, eAA1B3l, KAAkW1, aAAaJK, BACx7C5
I, KAA6K1, UAAY1L, KAAkW1, aAAaAM, SAAKcn, CIAAC, EAAeC1, KAAkW1, aAAaAh, lSAAKSFF, IAA15F, KAAKKJ,
Y AAa, MAC/DB, GACA1, I, KAAkW1, aAAaAH, SAAAFK, IAA15F, EAAKmJ, qBAC/BC, oBAAoBIJ, KAAkW1, aAAaW, SA
ASC, caAel, GAXeX, SAASMS, EAAeC5cEAAsoC, GACBpC, GATR, SAASn6, EAAgBGT, GACBf, MAuCm, mBA
zBA, EAAuU, YACKB, mBA, EAAWmW, iBAAUON, iCAGBt, KACb3C, PCACpB, EAAQvG, QAAU, WACzu, EAAUU, W
AA9WC, EAAQId, aAC7DB, EAAUW, iBAAUDB, KAAvFI, EAAQDd, CAAC, KAAKnD, IACX, mBAAhCoC, EAAUbG, mBA
CjBhB, EA4UBg, KBAAAkBpD, EAAQvD, YAAYF, KAAKnD, KAAqEzE4C, CAAc1J, KAAKyG, QAASSG, KAA6LY,
AErfv, EAA00BnC, UAA4F, YAAC, SAAUC, EAAKOB, GACE5C, IAA15C, EAQQrhX, UACY, IACpB1K, IAAAtB,
GAAK, GAAKB, GAKdbP, IAAdjA, IAA1D1, EAAQvG, KAAKuG, MACB2D, EAAISK, KAA6G, iBAAIBqD, QAAU, GACZC,
EAAU, SAAuXH, GACpB, IAGICbQ, EACrBoG, EAJRC, EAAQ, IAA1H, EAAgBmG, EAAOVH, GAAgBG2H, SAAUE,
EAAOVH, GAAgG4H, cACl1C, EAAO, KACX, GAAGJ, EAAEmF, ZAEuF, EAAEup, EAAEPmG, MAAC0, CICAC, IAAwG,
GAA yBzG, EAY1BqG, EAAmG, KACodG, EAYHeY, EACT, SAAUSlE, IAA3ErC, SAAAC, EAAeAe, EAMC, GACx7B,
OAAO, IAAASC, GAASSD, GAASA, GAAQGC, GAASA, GA41E1F, CAAaP, EAAWmM, KACrBN, IAACHE, IAAbG, EAYA,
,GAeBF, EDAEMyd, YAAAY9G, EAAmOG, EAAWmM, GACnCN, EAYM, KAAKxEnE, EAAWmW, EASSvE, EAAEMP,
KAAKMwG, GAI3B, IAAJO, EAYC, EAAOOG, EAAHgE, QAAO, WACzCF, ICAAC, EAY, KACZP, EAYAYIE, EAA
M8D, EAAEMP, eAGvBsc, EAMZf, eAAeUJ, EAAEmF, UACHc4F, EAAQOE, EAAEM8D, EAAZmF, UAEd2B, EAA
MzF, eAAeUJ, EAAEMGj, aACHCoG, EAAQOE, EAAEM8D, EAA1MJ, aAEdmC, EAAEMF, eAAeUJ, EAAEmF, YAChc2F,
EAAQOE, EAAEM8D, EAAEmF, YAEd0B, EAAEMF, eAAeUJ, EAAEmF, oBACHCKG, EAAQOE, EAAEM8D, EAAF,
mBAEvGB, GAAY, MAARKG, EAAeC, CACd, IAAIW, EAAU, SAASnW, GAAQ, OAAAO, SAASnUG, EAAWmS, GACZD,
OAAO, /C, EAMyDd, YAAAY9G, EAAmOG, EAAWmM, IADhC, CAERL, EAAmR, MAAC2H, EAAOOG, EAAOOG, OAAO,
EAAWmW, KAGvCF, EAA5JL, KACJ2C, EAAC1EAA, EAAOAL, EAAGb1EAOOG, OAA07G, OAAQyV, IACBw1E, EAAQxH,
HAGZJ, IAAl1Y, EAAgB, WAAOE, OAAOOG, EAAEmS, eAAeC1, BIA1C1JH, EAAYnE, KAA6Gj, iBAAIBwE, eAAeC1H,
UAbPD, GApBAheN, EAAgK, gUAAYBCG, IAAaA, EAAuUMh, aACrD1L, KAAKhK, eAAeG, QAAO, WAAc, OAA07D,
EAAmL, mBAAnaBhK, IKAAG8, cAAa, WAEZf, IAAO, GAAOM, oBAAQb, CAC3B, IAIAE, EAAeE, IAAEAMj, CAcZ,
IAMEJM, aAAe, GACrBL, EAAmWb, UAAUyC, YAAAYE, GAeHCf, IEAAMOB, mBAAM8C, eAEpBtB, GACDMbQ,
AIJbG, GACAJK, KAAKhK, eAAeG, OAAOIL, KAA8G, aAAasE, IA17CPb, IA1uBc, EACVB, IA1uE, EAAXML, K
AAKhK, eAAeG, QAAO, WACvCM, JACAEY, EAAy, KACcEnE, EAAEMX, eAAeH, IAA15F, EAA2L1gBACpCC,
WAAwR, EAAEmM, aAAAmD, cAljDrF, EAA00BnC, UAAUyH, aAAeAe, WAG/C, IAFA, IAIAIF, EAAQvG, KAAKuG,
MACbSf, EAAU7L, KAAK6G, iBAAi1BfG, SAAW, GACICC, EAAEAI, EAAgA, EAAeD, EAAQx1, OAA1y, IAAKI, CACyC,
IAIAEC, IAAS, IAAllH3EA0B8H, QAAGG, QAAG, SAAuUb, EAAQOC, GAqGB, cAC7D1F, EAAakH, EAAOOGH,
WAAWmH, UAAU1E, EAAOOG, EAAOOGH, WAAWmS, OAAAS, GACvE1B, EAAmB, KAAOyH, EAAOzH, iBAAllB0H,
UAU, EAAGD, EA02H, iBAAllB, OAAAS, GAAK, KAErGKd, EAA3MF, eAAeE+dJ1, IACB7E, KAAKIM, BKAAbF,
EAAQxF, EAA1M1B, IA1a, GAEI0D8, EAAEMZf, eAAeWd, IACRBl, EAAKIM, kBAAbF, EAAQx, EAAQy, EAAQe,
EAAOOGH, SAE5C4B, EAA0M, eAAeIL, EAA01H, YAC5BrE, KAAKIM, kBAAbF, EAAQx, EAAWmW, EAAOOGH, CAlx1
DiC, EAA0B
```javascript
/**
 * @license Angular v9.0.7
 * (c) 2010-2020 Google LLC. https://angular.io/
 * License: MIT
 */

(function (global, factory) {
    typeof exports === 'object' && typeof module !== 'undefined' ? factory(exports, require('@angular/core'), require('@angular/platform-browser')) :
    typeof define === 'function' && define.amd ?
        define('@angular/upgrade/static', ['exports', '@angular/core', '@angular/platform-browser'], factory) :
    (global = global || self, factory((global.ng = global.ng || {}, global.ng.upgrade = global.ng.upgrade || {},
    global.ng.upgrade.static = {}),
    global.ng.core, global.ng.platformBrowser));
}(this, (function (exports, core, platformBrowser) {

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 * found in the LICENSE file at
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 */

function noNg() {
    throw new Error('AngularJS v1.x is not loaded!');
}

var noNgElement = (function () { return noNg(); });

noNgElement.cleanData = noNg;

var angular = {
    bootstrap: noNg,
    module: noNg,
    element: noNgElement,
    injector: noNg,
    version: undefined,
    resumeBootstrap: noNg,
    getTestability: noNg
};

try {
    if (window.hasOwnProperty('angular')) {
        angular = window.angular;
    }
} catch (_a) {
    // ignore in CJS mode.
}

/**
 * @deprecated Use `setAngularJSGlobal` instead.
 *
 * @publicApi
 */

function setAngularLib(ng) {
    setAngularJSGlobal(ng);
}

/**
 * @deprecated Use
 * `getAngularJSGlobal` instead.
 *
 * @publicApi
 */

function getAngularLib() {
    return getAngularJSGlobal();
}

/**
 * Resets the AngularJS global.
 *
 * Used when AngularJS is
 * loaded lazily, and not available on `window`.
 *
 * @publicApi
 */

function setAngularJSGlobal(ng) {
    angular = ng;
}

/**
 * Returns the current AngularJS global.
 *
 * @publicApi
 */

```
```javascript
$DELEGATE = '$delegate';
var $EXCEPTION_HANDLER = '$exceptionHandler';
var $HTTP_BACKEND = '$httpBackend';
var $INJECTOR = '$injector';
var $INTERVAL = '$interval';
var $PARSE = '$parse';
var $PROVIDE = '$provide';
var $ROOT_SCOPE = '$rootScope';
var $SCOPE = '$scope';
var $TEMPLATE_CACHE = '$templateCache';
var $TEMPLATE_REQUEST = '$templateRequest';
var $TESTABILITY = '$testability';
var COMPILER_KEY = '$$angularCompiler';
var DOWNGRADED_MODULE_COUNT_KEY = '$$angularDowngradedModuleCount';
var GROUP_PROJECTABLE_NODES_KEY = '$$angularGroupProjectableNodes';
var INJECTOR_KEY = '$$angularInjector';
var LAZY_MODULE_REF = '$$angularLazyModuleRef';
var NG_ZONE_KEY = '$$angularNgZone';
var REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;
var REQUIRE_NG_MODEL = '?ngModel';
var UpgradeAppType = '$$UpgradeModule';

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 */

// TODO: (misko): We seem to not have a stack trace here!
function controllerKey(name) {
    return '$' + name + 'Controller';
}

function directiveNormalize(name) {
    return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
        .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, function (_, letter) { return letter.toUpperCase(); });
}

function getTypeName(type) {
    // Return the name of the type or the first line of its stringified version.
    return type.overriddenName || type.name || type.toString().split('\n')[0];
}

function getUpgradeAppType($injector) {
    return $injector.has(UPGRADE_APP_TYPE_KEY) ?
        $injector.get(UPGRADE_APP_TYPE_KEY) :
        0 /* None */;
}

function getDowngradedModuleCount($injector) {
    return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
        $injector.get(DOWNGRADED_MODULE_COUNT_KEY) :
        0;
}

function validateInjectionKey($injector, downgradedModule, injectionKey, attemptedAction) {
    var upgradeAppType = getUpgradeAppType($injector);
    var downgradedModuleCount = getDowngradedModuleCount($injector);
    // Check for common errors.
    switch (upgradeAppType) {
        case 1 /* Dynamic */:
        case 2 /* Static */:
            if (downgradedModule) {
                throw new Error("Error while " + attemptedAction + ": 'downgradedModule' unexpectedly specified.\n" +
                    'You should not specify a value for \'downgradedModule\', unless you are downgrading \'+
                'more than one Angular module (via \'downgradeModule()\').");
            }
            break;
        case 3 /* Lite */:
            if (!downgradedModule && (downgradedModuleCount >= 2)) {
                throw new Error("Error while " + attemptedAction + ": 'downgradedModule' not specified.\n" +
                    'This application contains more than one downgraded Angular module, thus you need to '+
                'always specify \$downgradedModule\ when downgrading components and injectables.\n" +
                if (!$injector.has(injectionKey)) {
                    throw new Error("\n" +
    ```
while "+ attemptedAction + ": Unable to find the specified downgraded module.

`'Did you forget to downgrade an Angular module or include it in the AngularJS `+ application?')

} break;

default: throw new Error("Error while "+ attemptedAction + ": Not a valid '@angular/upgrade' application."

'`Did you forget to downgrade an Angular module or include it in the AngularJS `+ application?');

}
                break;
            default:
                throw new Error("Error while "+ attemptedAction + ": Not a valid '@angular/upgrade' application."

                    'Did you forget to downgrade an Angular module or include it in the AngularJS `+ application?');

    }
    var Deferred = /** @class */ (function () {
        function Deferred() {
            var _this = this;
            this.promise = new Promise(function (res, rej) {

                _this.resolve = res;
                _this.reject = rej;
            });
        }
        return Deferred;
    }());

/**
 * @return Whether the passed-in component implements the subset of the `ControlValueAccessor` interface needed for AngularJS `ng-model` compatibility.
 */
    function supportsNgModel(component) {
        return typeof component.writeValue === 'function' &&
            typeof component.registerOnChange === 'function';
    }
    /**
     * Glue the AngularJS `NgModelController` (if it exists) to the component (if it implements the needed subset of the `ControlValueAccessor` interface).
     */
    function hookupNgModel(ngModel, component) {
        if (ngModel && supportsNgModel(component)) {

            ngModel.$render = function () { component.writeValue(ngModel.$viewValue); };

            component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
            if (typeof component.registerOnTouched === 'function') {

                component.registerOnTouched(ngModel.$setTouched.bind(ngModel));
            }
        }
    }
    /**
     * Test two values for strict equality, accounting for the fact that `NaN !== NaN`.
     */
    function strictEquals(val1, val2) {
        return val1 === val2 || (val1 !== val1 && val2 !== val2);
    }

    /**
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     * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
     */
    var INITIAL_VALUE = {
        __UNINITIALIZED__: true
    };
    var DowngradeComponentAdapter = /** @class */ (function () {
        function DowngradeComponentAdapter(element, attrs, scope, ngModel, parentInjector, $injector, $compile, $parse, componentFactory, wrapCallback) {
            this.element = element;
            this.attrs = attrs;
            this.scope = scope;
            this.ngModel = ngModel;
            this.parentInjector = parentInjector;
            this.$injector = $injector;
            this.$compile = $compile;
            this.$parse = $parse;
            this.componentFactory = componentFactory;
            this.wrapCallback = wrapCallback;

            this.implementsOnChanges = false;
            this.inputChangeCount = 0;

            this.createComponent();
        }
        DowngradeComponentAdapter.prototype.compileContents = function () {
            var _this = this;

            var compiledProjectableNodes = [];

            var projectableNodes = this.groupProjectableNodes();

            var linkFns = projectableNodes.map(function (nodes) { return _this.$compile(nodes); });

            this.element.empty();

            linkFns.forEach(function (linkFn) {

                    linkFn(this.scope, function (clone) {

                        compiledProjectableNodes.push(clone);

                    this.element.append(clone);
                });
            });

        };
        DowngradeComponentAdapter.prototype.createComponent = function (projectableNodes) {

            var providers = [{ provide: $SCOPE, useValue: this.componentScope }];

            var compiledProjectableNodes = [];

            var compiledProjectableNodes = this.groupProjectableNodes();

            var linkFns = projectableNodes.map(function (nodes) { return _this.$compile(nodes); });

            this.element.empty();

            linkFns.forEach(function (linkFn) {

                    linkFn(this.scope, function (clone) {

                        compiledProjectableNodes.push(clone);

                    _this.element.append(clone);
                });
            });

        };

        DowngradeComponentAdapter.prototype.create = function (projectableNodes) {

            var providers = [{ provide: SSCOPE, useValue: this.componentScope }];

            var childInjector = core.Injector.create({

                providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter' });

            this.componentRef = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);

            this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);

            this.changeDetector = this.componentRef.instance;

            this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);

            this.componentRef = this.componentRef.instance;

            // testability hook is commonly added during component bootstrap in

            // packages/core/src/application_ref.bootstrap()

            // in downgraded application, component creation will take place here as well as adding the

            // testability hook.

            if (testability) {

                this.componentRef.injector.get(core.TestabilityRegistry).

                .registerApplication(this.componentRef.location.nativeElement, testability);
            }

        };

        hookupNgModel(this.ngModel, this.component);

    }();

    DowngradeComponentAdapter.prototype.setInputs = function (manuallyAttachView, propagateDigest) {

    }

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var _this = this;\n
if (propagateDigest === void 0) { propagateDigest = true; }\n
var attrs = this.attrs;\n
var inputs = this.componentFactory.inputs || [];\n
var _loop_1 = function (i) {\n
var input =
new PropertyBinding(inputs[i].propName, inputs[i].templateName);\n
var expr = null;\n
if
(attrs.hasOwnProperty(input.attr)) {\n
var observeFn_1 = (function (prop) {\n
var
prevValue = INITIAL_VALUE;\n
return function (currValue) {\n
// Initially, both
`$observe()` and `$watch()` will call this function.\n
if (!strictEquals(prevValue, currValue)) {\n
if (prevValue === INITIAL_VALUE) {\n
prevValue = currValue;\n
}\n
_this.updateInput(prop, prevValue, currValue);\n
prevValue =
currValue;\n
}\n
};\n
})(input.prop);\n
attrs.$observe(input.attr, observeFn_1);\n
// Use `$watch()` (in addition to `$observe()`) in order to
initialize the input in time\n
// for `ngOnChanges()`. This is necessary if we are already in a `$digest`,
which means that\n
// `ngOnChanges()` (which is called by a watcher) will run before the `$observe()`
callback.\n
var unwatch_1 = this_1.componentScope.$watch(function () {\n
unwatch_1();\n
unwatch_1 = null;\n
observeFn_1(attrs[input.attr]);\n
});\n
}\n
else if (attrs.hasOwnProperty(input.bindAttr)) {\n
expr = attrs[input.bindAttr];\n
}\n
else if (attrs.hasOwnProperty(input.bracketAttr)) {\n
expr = attrs[input.bracketAttr];\n
}\n
else if (attrs.hasOwnProperty(input.bindonAttr)) {\n
expr =
attrs[input.bindonAttr];\n
}\n
else if (attrs.hasOwnProperty(input.bracketParenAttr)) {\n
expr = attrs[input.bracketParenAttr];\n
}\n
if (expr != null) {\n
var watchFn =
(function (prop) { return function (currValue, prevValue) {\n
return _this.updateInput(prop,
prevValue, currValue);\n
}; })(input.prop);\n
this_1.componentScope.$watch(expr,
watchFn);\n
}\n
};\n
var this_1 = this;\n
for (var i = 0; i < inputs.length; i++) {\n
_loop_1(i);\n
}\n
// Invoke `ngOnChanges()` and Change Detection (when necessary)\n
var
detectChanges = function () { return _this.changeDetector.detectChanges(); };\n
var prototype =
this.componentFactory.componentType.prototype;\n
this.implementsOnChanges = !!(prototype &&
prototype.ngOnChanges);\n
this.componentScope.$watch(function () { return _this.inputChangeCount; },
this.wrapCallback(function () {\n
// Invoke `ngOnChanges()`\n
if (_this.implementsOnChanges)
{\n
var inputChanges = _this.inputChanges;\n
_this.inputChanges = {};\n
_this.component.ngOnChanges(inputChanges);\n
}\n
_this.viewChangeDetector.markForCheck();\n
// If opted out of propagating digests, invoke change
detection when inputs change.\n
if (!propagateDigest) {\n
detectChanges();\n
}\n
}));\n
// If not opted out of propagating digests, invoke change detection on every digest\n
if
(propagateDigest) {\n
this.componentScope.$watch(this.wrapCallback(detectChanges));\n
}\n
// If necessary, attach the view so that it will be dirty-checked.\n
// (Allow time for the initial input values to
be set and `ngOnChanges()` to be called.)\n
if (manuallyAttachView || !propagateDigest) {\n
var
unwatch_2 = this.componentScope.$watch(function () {\n
unwatch_2();\n
unwatch_2 =
null;\n
var appRef = _this.parentInjector.get(core.ApplicationRef);\n
appRef.attachView(_this.componentRef.hostView);\n
});\n
}\n
};\n
DowngradeComponentAdapter.prototype.setupOutputs = function () {\n
var attrs = this.attrs;\n
var
outputs = this.componentFactory.outputs || [];\n
for (var j = 0; j < outputs.length; j++) {\n
var output
= new PropertyBinding(outputs[j].propName, outputs[j].templateName);\n
var bindonAttr =
output.bindonAttr.substring(0, output.bindonAttr.length - 6);\n
var bracketParenAttr = \"[(\" +
output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8) + \")]\";\n
// order below is
important - first update bindings then evaluate expressions\n
if (attrs.hasOwnProperty(bindonAttr)) {\n
this.subscribeToOutput(output, attrs[bindonAttr], true);\n
}\n
if
(attrs.hasOwnProperty(bracketParenAttr)) {\n
this.subscribeToOutput(output, attrs[bracketParenAttr],
true);\n
}\n
if (attrs.hasOwnProperty(output.onAttr)) {\n
this.subscribeToOutput(output, attrs[output.onAttr]);\n
}\n
if

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function groupNodesBySelector(ngContentSelectors, nodes) {
    var projectableNodes = [
    ];
    var wildcardNgContentIndex;
    for (var i = 0, ii = ngContentSelectors.length; i < ii; ++i) {
        projectableNodes[i] = [
    ];
    }
    for (var j = 0, jj = nodes.length; j < jj; ++j) {
        var node = nodes[j];
        var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
        if (ngContentIndex != null) {
            projectableNodes[ngContentIndex].push(node);
        }
    }
    return projectableNodes;
}

function findMatchingNgContentIndex(element, ngContentSelectors) {
    var ngContentIndices = [
    ];
    var wildcardNgContentIndex = -1;
    for (var i = 0; i < ngContentSelectors.length; i++) {
        var selector = ngContentSelectors[i];
        if (selector === '*') {
            wildcardNgContentIndex = i;
        } else {
            if (matchesSelector(element, selector)) {
                ngContentIndices.push(i);
            }
        }
    }
    ngContentIndices.sort();
    if (wildcardNgContentIndex !== -1) {
        ngContentIndices.push(wildcardNgContentIndex);
    }
    return ngContentIndices.find(function (i) {
        return matchesSelector(element, selector, i);
    });
}

function matchesSelector(el, selector) {
    if (!_matches) {
        var elProto = Element.prototype;
        _matches = elProto.matches || elProto.matchesSelector ||
            elProto.mozMatchesSelector ||
            elProto.msMatchesSelector ||
            elProto.oMatchesSelector ||
            elProto.webkitMatchesSelector;
    }
    return el.nodeType === Node.ELEMENT_NODE ? _matches.call(el, selector) : false;
}

/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

function isThenable(obj) {
    return !!obj && isFunction(obj.then);
}

/**
 * Synchronous, promise-like object.
 */

var SyncPromise = /** @class */ (function () {
    function SyncPromise() {
        this.resolved = false;
        this.callbacks = [
    ];
    }
    SyncPromise.all = function (valuesOrPromises) {
        var aggrPromise = new SyncPromise();
        var resolvedCount = 0;
        var results = [
    ];
        valuesOrPromises.forEach(function (p, idx) {
            if (isThenable(p)) {
                p.then(function (v) { results[idx] = v; resolvedCount++;
            }).catch(function (reason) { results[idx] = reason; resolvedCount++;
            });
        });
        return aggrPromise;
    }
    SyncPromise.prototype.then = function (onFulfilled, onRejected) {
        return new SyncPromise().then(onFulfilled, onRejected);
    }
    SyncPromise.prototype.catch = function (onRejected) {
        return this.then(function (v) { return v;
            }, onRejected);
    }
    return SyncPromise;
});

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if (!parentInjector || hasMultipleDowngradedModules) {
    var downgradedModule = info.downgradedModule || ";\n    var lazyModuleRefKey = \\
        + LAZY_MODULE_REF +
downgradedModule:\n    var attemptedAction = "\'instantiating component \' +
getTypeName(info.component) + \\
    validateInjectionKey(Sinjector, downgradedModule,
lazyModuleRefKey, attemptedAction):\n    var lazyModuleRef = Siinjector.get(lazyModuleRefKey):\n    moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise:\n} //
// Notes:\n// There are two injectors: `finalModuleInjector` and `finalParentInjector` (they
might be\n// the same instance, but that is irrelevant):\n// - `finalModuleInjector` is used to
retrieve `ComponentFactoryResolver`, thus it must be\n// on the same tree as the `NgModule` that
declares this downgraded component:\n// - `finalParentInjector` is used for all other injection
purposes.\n// (Note that Angular knows to only traverse the component-tree part of that injector,\n// when looking for an injectable and then switch to the module injector.)\n//
There are basically three cases:\n// - If there is no parent component (thus no `parentInjector`), we
bootstrap the downgraded\n// `NgModule` and use its injector as both `finalModuleInjector` and\n// `finalParentInjector`.\n// - If there is a parent component (and thus a `parentInjector`) and we
are sure that it\n// belongs to the same `NgModule` as this downgraded component (e.g. because there
is only\n// one downgraded module, we use that `parentInjector` as both `finalModuleInjector` and\n// `finalParentInjector`).\n// - If there is a parent component, but it may belong to a different
`NgModule`, then we\n// use the `parentInjector` as `finalParentInjector` and this downgraded
component:\n// declaring `NgModule`'s injector as `finalModuleInjector`.\n// Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't\n// bootstrap again).\n//
// Note 2: It is possible that (while there are multiple downgraded modules) this\n// downgraded component and its parent component both belong to the same NgModule.\n// In that
case, we could have used the `parentInjector` as both\n// `finalModuleInjector` and
`finalParentInjector`, but (for simplicity) we are\n// treating this case as if they belong to different
`NgModule`'s. That doesn't\n// really affect anything, since `parentInjector` has `moduleInjector` as ancestor\n// and trying to resolve `ComponentFactoryResolver` from either one will return\n// the same instance.\n// If there is a parent component, use its injector as parent
injector.\n// If this is a \'top-level\' Angular component, use the module injector.\nvar finalParentInjector = parentInjector || moduleInjector;\n// If this is a \'top-level\' Angular component or
the parent component may belong to\n// a different \`NgModule`, use the module injector for module-
specific dependencies.\n// If there is a parent component that belongs to the same `NgModule`, use its
injector.\nvar finalModuleInjector = moduleInjector || parentInjector;\nvar doDowngrade = function (injector, moduleInjector) {\n    // Retrieve `ComponentFactoryResolver` from the injector tied
to the `NgModule` this\n    // component belongs to.\n    var componentFactoryResolver = moduleInjector.get(core.ComponentFactoryResolver);\n    var componentFactory = componentFactoryResolver.resolveComponentFactory(info.component):\n    if (!componentFactory) {
        throw new Error("\'Expecting ComponentFactory for: \" + getTypeName(info.component)):\n    }\n    var injectorPromise = new ParentInjectorPromise(element):\n    var facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, Sinjector, Scompile, Sparse,
componentFactory, wrapCallback):\n    var projectableNodes = facade.compileContents():\n    facade.createComponent(projectableNodes);\n    facade.setupInputs(isNgUpgradeLite, info.propagateDigest);\n    facade.setupOutputs():\n    facade.registerCleanup():\n    injectorPromise.resolve(facade.getInjector());\n    if (ranAsync) {\n        // If this is run
async, it is possible that it is not run inside a\n        // digest and initial input values will not be
detected.\n        scope.$evalAsync(function () { });\n    }\n    var downgradeFn = !isNgUpgradeLite ? doDowngrade : function (pInjector, mInjector) {\n        if (!ngZone) {\n            ngZone = pInjector.get(core.NgZone):\n        }\n    }
NOTE: // Not using 'ParentInjectorPromise.all' (which is inherited from 'SyncPromise'), because
 // Closure Compiler (or some related tool) complains:
 // 'TypeError: ...
SyncPromise.all([finalParentInjector, finalModuleInjector]);

var _b = __read(_a, 2), pInjector = _b[0], mInjector = _b[1];
return downgradeFn(pInjector, mInjector);
});

// bracket-

NOTE:
// Not using `ParentInjectorPromise.all()` (which is inherited from `SyncPromise`), because
// Closure Compiler (or some related tool) complains:
// `TypeError: ...
SyncPromise.all([finalParentInjector, finalModuleInjector]);

var _b = __read(_a, 2), pInjector = _b[0], mInjector = _b[1];
return downgradeFn(pInjector, mInjector);
});

var _this = _super.call(this) || this;

_this.injectorKey = controllerKey(INJECTOR_KEY);
// Store the promise on the element.

_element.data(_this.injectorKey, _this); return _this;

_parentInjectorPromise.prototype.resolve = function (injector) {
    // Store the real injector on the element.
    _this.element.data(_this.injectorKey, injector);
    // Release the element to prevent memory leaks.

    _element = null; // Resolve the promise.
    _super.prototype.resolve.call(this, injector);

    _parentInjectorPromise;

    var _this = super.call(this);
    this._injectorKey = injectorKey(INJECTOR_KEY);
    // Store the promise on the element.

    _element.data(_this.injectorKey, _this); return _this;

    _parentInjectorPromise.prototype.resolve = function (injector) {
        // Store the real injector on the element.
        _this.element.data(_this.injectorKey, injector);
        // Release the element to prevent memory leaks.

        _element = null; // Resolve the promise.
        _super.prototype.resolve.call(this, injector);

        _parentInjectorPromise;

    };

    directiveFactory['$inject'] = [$COMPILE, $INJECTOR, $PARSE];

    return directiveFactory;
}

/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

/**
 * @description
 *
 * A helper function to allow an Angular
 * service to be accessible from AngularJS.
 *
 * *Part of the 
 *
 * @usageNotes
 * ### Examples
 *
 * First ensure that the service to be downgraded is provided in an
 * Angular
 * service identified by the `token` parameter.

 * @param {InjectionToken} token an `InjectionToken` that identifies a service provided from Angular.
 * @param {string} downgradedModule the name of the downgraded module (if any) that the injectable
 * "belongs to", as returned by a call to `downgradeModule()`.
 *
 * @param {string} downgradedName * Inside an AngularJS component's controller we can get hold of the
 * * downgraded service via the name we gave when
 * * downgrading.
 *
 * * When using `downgradeModule()`, downgraded injectables will not be
 * * available until the Angular
 * * module that provides them is instantiated. In order to be safe, you need to ensure
 * * that the
 * * downgraded injectables are not used anywhere _outside_ the part of the app where it is
 * * guaranteed that their module has been instantiated.
 *
 * * For example, it is _OK_ to use a downgraded service in an upgraded component that is only used
 * * from a downgraded Angular component provided by the
 * * same Angular module as the injectable, but _not_ OK to use it in an AngularJS component that may be
 * * used independently of Angular or
 * * use it in a downgraded Angular component from a different module.

 * * (This option is only necessary when using `downgradeModule()` to downgrade more
 * * than one Angular
 * * module.)
 *
 * * @returns {FactoryFunction} that can be
 * * used to register the service on an AngularJS module.

 * @param {string} downgradedName * function downgradeInjectable(token, downgradeModuleName) {
 * if (downgradeModuleName === void 0) {
 * downgradeModuleName = "";
 * }
 * var injectable = function ($injector) {
 * var injectorKey = "" + INJECTOR_KEY +
 * downgradeModuleName;
 * var InjectableName = isFunction(token) ? getScopeId(token) : String(token);

 * src$downgrade_component_ParentInjectorPromise.all is not a function

 * wrapCallback(function () { return doDowngrade(pInjector, mInjector); })();
                    };
                    //

var attemptedAction = "instantiating injectable " + injectableName + "";
validateInjectionKey(Sinjector, downgradedModule, injectorKey, attemptedAction);

var injector = Sinjector.get(injectorKey); return injector.get(token); }

factory['$inject'] = function TempInjectorRef(injector) {
    var tempInjectorRef = injector; 
    function function injectorFactory() { return tempInjectorRef; }
    function rootScopeFactory(i) {
        return i.get('$rootScope');
    }
    function compileFactory(i) {
        return i.get('$compile');
    }
    function parseFactory(i) {
        return i.get('$parse');
    }
    var angular1Providers = [
        { provide: '$injector', useFactory: injectorFactory, deps: [] },
        { provide: '$rootScope', useFactory: rootScopeFactory, deps: ['$injector'] },
        { provide: '$compile', useFactory: compileFactory, deps: ['$injector'] },
        { provide: '$parse', useFactory: parseFactory, deps: ['$injector'] }
    ];

    return NgAdapterInjector;
}

NgAdapterInjector.prototype.get = function(token, notFoundValue) {
    if (notFoundValue === core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        return notFoundValue;
    }

    return this.modInjector.get(token, notFoundValue);
};

var moduleUid = 0; var NgAdapterInjector = NgAdapterInjector.prototype.get = function(token, notFoundValue) {
    if (notFoundValue === core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        return notFoundValue;
    }

    return this.modInjector.get(token, notFoundValue);
};

var NgAdapterInjector = NgAdapterInjector.prototype.get = function(token, notFoundValue) {
    if (notFoundValue === core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        return notFoundValue;
    }

    return this.modInjector.get(token, notFoundValue);
};
wrapper module. You can use it to declare a dependency in your main AngularJS module.

```typescript
[@example upgrade/static/ts/lite/module.ts region="basic-how-to"]

* For more details on how to use `downgradeModule()` see [Upgrading for Performance](guide/upgrade-performance). @usageNotes

* Apart from `UpgradeModule`, you can use the rest of the `upgrade/static` helpers as usual to build a hybrid application. Note that the Angular pieces (e.g. downgraded services) will not be available until the downgraded module has been bootstrapped, i.e. by instantiating a downgrade

```typescript
@component

* Use one or the other. 

* `downgradeModule()` and `UpgradeModule` in the same hybrid application. 

* `downgradeModule()` does not bootstrap the main AngularJS module inside the `@link NgZone Angular zone`. 

* 2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run

```typescript
[digest()]($digest)(https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest) when changes are detected in the Angular part of the application. 

* What this means is that applications using `UpgradeModule` will run change detection more frequently in order to ensure that both frameworks are properly notified about possible changes.

* This will inevitably result in more change detection runs than necessary.

* `downgradeModule()`, on the other side, does not try to tie the two change detection systems tightly, restricting the explicit change runs only to cases where it knows it is necessary (e.g. when the inputs of a downgraded component change). This improves performance, especially in change-detection-heavy applications, but leaves it up to the developer to manually notify each framework as needed.

* For a more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance).

* You can manually trigger a change detection run in AngularJS using

```typescript
[scope.$$apply(...)](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$apply) or

```typescript

* You can manually trigger a change detection run in Angular using

```typescript
[NgZone#run(...)](https://docs.angularjs.org/api/ng/doc/service/NgZone#run) to bootstrap multiple modules and include them in an AngularJS application. In that case, each downgraded module will be bootstrapped when an associated downgraded component or injectable needs to be instantiated.

* Things to keep in mind, when downgrading multiple modules:

* Each downgraded component/injectable needs to be explicitly associated with a downgrade module. See `downgradeComponent()` and `downgradeInjectable()` for more details.

* If you want some injectables to be shared among all downgraded modules, you can provide them as `StaticProvider`s, when creating the `PlatformRef` (e.g. via `platformBrowser` or `platformBrowserDynamic`).

* - When using `platformBrowserDynamic`

```typescript
function downgradeModule(moduleFactoryOrBootstrapFn) {
    var lazyModuleName = UPGRADE_MODULE_NAME + ".lazy" + ++moduleUid;
    var lazyModuleRefKey = "" + LAZY_MODULE_REF + lazyModuleName;
    var lazyModuleKey = "" + LAZY_MODULE_REF + lazyModuleName;
    var lazyInjector = "" + INJECTOR_KEY + lazyModuleName;
    var bootstrapFn = isFunction(moduleFactoryOrBootstrapFn) ?

    function (extraProviders) {
        return platformBrowser.platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn);
    }

    var injector = // Create an ng1 module to bootstrap.

    module(lazyModuleName, []).
```typescript

.constant(UPGRADE_APP_TYPE_KEY, 3 /* Lite */) .factory(INJECTOR_KEY, [lazyInjectorKey, identity])
    .factory(lazyInjectorKey, function () {
        if (!injector)
            throw new Error(Trying to get the Angular injector before bootstrapping the corresponding 'Angular module.');
        return injector;
    })
    .factory(LAZY_MODULE_REF, [lazyModuleRefKey, identity])
    .factory(lazyModuleRefKey, function (injector) {
        injector = result.injector = new NgAdapterInjector(injector);
        injector.get(INJECTOR);
        return injector;
    })
    .config([$INJECTOR, $PROVIDE, $SINJECTOR, function (injector, $provide) {
            $provide.constant(DOWNGRADED_MODULE_COUNT_KEY, getDowngradedModuleCount(injector) + 1);
            return lazyModuleName;
        }]
        );

    /**
     * @license
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     * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
     */
    var REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;
    var UpgradeHelper = /** @class */
    (function () {
        function UpgradeHelper(injector, name, elementRef, directive) {
            this.injector = injector;
            this.name = name;
            this.$injector = injector.get($INJECTOR);
            this.$compile = this.$injector.get($COMPILE);
            this.$controller = this.$injector.get($CONTROLLER);
            this.element = elementRef.nativeElement;
            this.$element = this.$compile(this.element);
            this.directive = directive || UpgradeHelper.getDirective(this.$injector, name);
        }
        UpgradeHelper.getDirective = function ($injector, name) {
            var directives = $injector.get(name + 'Directive');
            if (directives.length > 1) {
                throw new Error("Only support single directive definition for: " + name);
            }
            var directive = directives[0];
            // AngularJS will transform `link: xyz` to `compile: () => xyz`. So we can only tell there was
            // user-defined `compile` if there is no `link`. In other cases, we will just ignore `compile`.\n            // angularjs will transform `link: xyz` to `compile: () => xyz`. So we can only tell there was
            // user-defined `compile` if there is no `link`. In other cases, we will just ignore `compile`.\n            if (directive.compile && !directive.link)
                notSupported(name, 'compile');
            if (directive.replace)
                notSupported(name, 'replace');
            if (directive.terminal)
                notSupported(name, 'terminal');
            return directive;
        };
        UpgradeHelper.getTemplate = function ($injector, directive, fetchRemoteTemplate, $element) {
            if (fetchRemoteTemplate === void 0) { fetchRemoteTemplate = false; }
            if (directive.template !== undefined) {
                return getOrCall(directive.template, $element);
            }
            else if (directive.templateUrl) {
                var $templateCache_1 = $injector.get($TEMPLATE_CACHE);
                var url_1 = getOrCall(directive.templateUrl, $element);
                var template = $templateCache_1.get(url_1);
                if (template !== undefined) {
                    return template;
                }
                else if (!fetchRemoteTemplate) {
                    throw new Error('loading directive templates asynchronously is not supported');
                }
                return new Promise(function (resolve, reject) {
                    var $httpBackend = $injector.get($HTTP_BACKEND);
                    $httpBackend('GET', url_1, null, function (status, response) {
                        if (status === 200) {
                            resolve($templateCache_1.put(url_1, response));
                        }
                        else {
                            throw new Error('GET component template from "' + url_1 + "" returned "' + status + ": " + response + "'";
                        }
                    });
                });
            }
            throw new Error("Directive '" + directive.name + "' is not a component, it is missing template.\n            " + directive.name + "' is not a component, it is missing template.";
        };
        UpgradeHelper.prototype.buildController = function (controllerType, $scope) {
            // TODO: Document that we do not pre-assign bindings on the controller instance:\n            // Quoted properties below so that this code can be optimized with Closure Compiler.
            var locals = {
                'controller': controllerType,
                'scope': $scope
            };
            var controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);
            this.$element.data(controllerKey(this.directive.name), controller);
            return controller;
        }
        UpgradeHelper.prototype.compileTemplate = function (template) {
            if (template === undefined) {
                template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element);
            }
            return this.$compile(template);
        }
        UpgradeHelper.prototype.onDestroy = function
    });
(\$scope, controllerInstance) {\n    if (controllerInstance &\& isFunction(controllerInstance.$onDestroy)) {\n        controllerInstance.$onDestroy();\n    }\n    \$scope.$destroy();\n    // Clean the jQuery/jqLite data on the component+child elements.\n    // Equivalent to how jQuery/jqLite invoke `cleanData` on an Element\n    (this.element)\n    // \n    https://github.com/jquery/jquery/blob/e743bd28553267f955f71ea7248377915613f9d/src/manipulation.js#L223\n    //\n    https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-L312\n    // `cleanData` will invoke the AngularJS `\$destroy` DOM event.\n    //\n    https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/Angular.js#L1911-L1924\n    element.cleanData((this.element));\n    element.cleanData(this.element.querySelectorAll('*'));\n    }\n};\nUpgradeHelper.prototype.prepareTransclusion = function () {\n    var this = this;\n    var transclude = this.directive.transclude;\n    var contentChildNodes = this.extractChildNodes();\n    var attachChildrenFn = function (scope, cloneAttachFn) {\n        // Since AngularJS v1.5.8, `cloneAttachFn` will\n        try to destroy the transclusion scope if\n        // `Stemplate` is empty. Since the transcluded content comes from\n        Angular, not AngularJS,\n        // there will be no transclusion scope here.\n        // Provide a dummy\n        `\$scope.$destroy()` method to prevent `\$cloneAttachFn` from throwing.\n        \$scope = scope || { \$destroy: function () { return undefined; } };\n        return cloneAttachFn($template, scope);\n    }\n    var SlotMap_1 = Object.create(null);\n    var filledSlots_1 = Object.create(null);\n    if (transclude) {\n        var slots_1 = Object.create(null);\n        var filledSlots_1 = Object.create(null);\n        var slotMap_1 = Object.create(null);\n        Object.keys(transclude).forEach(function (slotName) {\n            var selector = transclude[slotName];\n            var optional = selector.charAt(0) === '?';\n            selector = optional ? selector.substring(1) : selector;\n            slotMap_1[selector] = slotName;\n            slots_1[slotName] = null; // `null`: Defined but not yet filled.\n            filledSlots_1[slotName] = optional; // Consider optional slots as filled.\n        });\n        contentChildNodes.forEach(function (node) {\n            var slotName = slotMap_1[node.nodeName.toLowerCase()];\n            var optional = slotMap_1[node.nodeName.toLowerCase()];\n            if (slotName) {\n                filledSlots_1[slotName] = true;\n                slots_1[slotName] = slots_1[slotName] || [ ];\n                slots_1[slotName].push(node);\n            } else {\n                $template.push(node);\n            }\n        });\n        Object.keys(slots_1).forEach(function (slotName) {\n            var nodes = slots_1[slotName];\n            slots_1[slotName] = function (scope, cloneAttach) {\n                return cloneAttach(nodes, scope);\n            }\n        });\n        Object.keys(slotMap_1).forEach(function (slotName) {\n            if (!filledSlots_1[slotName]) {\n                throw new Error("Required transclusion slot \\
" + slotName + \\
" on directive: " + this.name);\n            }\n        });\n        Object.keys(filledSlots_1).forEach(function (slotName) {\n            if (!filledSlots_1[slotName]) {\n                throw new Error("\n" + slotName + \\
" on directive: " + this.name);\n            }\n        });\n        Object.keys(filledSlots_1).forEach(function (slotName) {\n            if (!filledSlots_1[slotName]) {\n                throw new Error("\n" + slotName + \\
" on directive: " + this.name);\n            }\n        });\n    }\n    return cloneAttachFn;\n};\nUpgradeHelper.prototype.resolveAndBindRequiredControllers = function (controllerInstance) {\n    var directiveRequire = this.getDirectiveRequire();\n    var requiredControllers =
* because the AOT compiler requires that this information is statically available at

    * derive from the `UpgradeComponent`

    * base class but also provide an `@Directive`

    * upgrade/static/ts/full/module.ts region="ng1-hero-wrapper"

    *

    * In this example you can see that we must

    * AngularJS component

    * available inside Angular templates.

    *

    * `{example

    * upgrade/static/ts/full/module.ts region="ng1-hero"}

    *

    * We must create a `Directive` that will make this

    * `ng1Hero` that needs

    * to be made available in Angular templates.

    *

    * `{example

    * @usageNotes

    * ### Examples

    * `{in

    * Let's assume that you have an AngularJS component called

    * creating Angular directives

    * that wrap AngularJS components that need to be "upgraded".

    *

    * upgrade apps that support AOT compilation.*

    *

    * This helper class should be used as a base class for

    * used from Angular.

    *

    * *Part of the [upgrade/static](api?query=upgrade%2Fstatic)

    * library for hybrid

    *

    * upgrade

    *

    * `initialize` that allows an AngularJS component to be

    * used from Angular.

    *

    * `AngularJSComponent` that wrap AngularJS components that need to be upgraded

    *

    * in this example you can see that we must
dervie from the `UpgradeComponent`

    * base class but also provide an `@link Directive` `@Directive`

    * decorator. This is

    * because the AOT compiler requires that this information is statically available at

    *
`UpgradeComponent` * call the base class from the constructor, passing

* * the AngularJS name of the

component (`ng1Hero`) * * the `ElementRef` and `Injector` for the component wrapper

@publicApi * * An UpgradeComponent = /** @class */ (function () {

* * Create a new

`UpgradeComponent` instance. You should not normally need to do this.

Instead you should derive a new

class from this one and call the super constructor * * from the base class.

* * @example

upgrade/statics/full/module.ts region=\`ng1-hero-wrapper\` `UpgradeComponent(name, elementRef, injector) {` this.name = name;` this.elementRef = elementRef;` this.$injector = this.helper.$injector;` this.$element = this.helper.$element;

this.$componentScope = $parentScope.$new(!!this.directive.scope);` // QUESTION 1: Should we create an isolated scope if the scope is only true?

UpgradeComponent.prototype.ngOnInit = function () {

var _this = this;

// Collect contents, insert and compile template
var attachChildNodes = this.helper.prepareTransclusion();
var linkFn = this.helper.compileTemplate();
// Instantiate controller
var controllerType = this.directive.controller;
var bindToController = this.directive.bindToController;
if (controllerType) {

this.controllerInstance = this.helper.buildController(controllerType,

this.$componentScope);

} else if (bindToController) {

throw new Error("Upgraded directive \" + this.directive.name + \" specifies \"bindToController\" but no controller.\");`

} ` // Set up outputs
this.$componentScope = $parentScope.$new(!!this.directive.scope);` // QUESTION 2: Should we make the scope accessible through `\$element.scope()`?

UpgradeComponent.prototype.ngOnChanges = function (changes) {

if (this.pendingChanges) {

this.forwardChanges(this.pendingChanges);

this.pendingChanges = null;

} else {

this.forwardChanges(changes);

}

this.$componentScope = $parentScope.$new(!!this.directive.scope);` // QUESTION 3: Should we make the scope accessible through `\$element.scope()`?

UpgradeComponent.prototype.ngDoCheck = function () {

var callDoCheck = function () { return _this.controllerInstance.$doCheck(); };

this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);

if (preLink) {

preLink(this.$element, this.$element, attrs, requiredControllers, transcludeFn);

} ` // Linking

var link = this.directive.link;

var preLink = typeof link == 'object' && link.pre;

var postLink = typeof link == 'object' ? link.post : link;

var attr = NOT_SUPPORTED;

var transcludeFn = NOT_SUPPORTED;

if (preLink) {

preLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);

} ` // Hook: \$onChanges

if (this.controllerInstance.$onChanges) {

this.controllerInstance.$onChanges(changes);

} else {

this.$forwardChanges(changes);

}

this.$forwardChanges(changes);

}

UpgradeComponent.prototype.ngDoCheck = function () {

var _this = this;

var twoWayBoundProperties = this.bindings.twoWayBoundProperties;

var twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;

var propertyToOutputMap =
this.bindings.propertyToOutputMap.
    twoWayBoundProperties.forEach(function (propName, idx) {
        var newValue = this.bindingDestination[propName];
        var oldValue = twoWayBoundLastValues[idx];
        if (!core.looseIdentical(newValue, oldValue)) {
            var outputName = propertyToOutputMap[propName];
            var eventEmitter = _this[outputName];
            eventEmitter.emit(newValue);
            twoWayBoundLastValues[idx] = newValue;
        }
    });

UpgradeComponent.prototype.ngOnDestroy = function () {
    if (isFunction(this.unregisterDoCheckWatcher)) {
        this.unregisterDoCheckWatcher();
    }
    this.helper.onDestroy(this.$componentScope, this.controllerInstance);
};

UpgradeComponent.prototype.initializeBindings = function (directive) {
    var _this = this;
    var btcIsObject = typeof directive.bindToController === 'object';
    if (btcIsObject &&
        Object.keys(directive.scope).length) {
            throw new Error("Binding definitions on scope and controller at the same time is not supported.");
        }
    var context = btcIsObject ? directive.bindToController :
        directive.scope;
    var bindings = new Bindings();
    if (typeof context == 'object') {
        Object.keys(context).forEach(function (propName) {
            var definition = context[propName];
            var bindingType = definition.charAt(0);
            switch (bindingType) {
                case '@':
                case '<':
                    // We don't need to do anything special. They will be defined as inputs on the
                    // upgraded component facade and the change propagation will be handled by
                    // `ngOnChanges()`.
                    break;
                case '=':
                    bindings.twoWayBoundProperties.push(propName);
                    bindings.twoWayBoundLastValues.push(INITIAL_VALUE$1);
                    bindings.propertyToOutputMap[propName] = propName + 'Change';
                    break;
                case '&':
                    bindings.expressionBoundProperties.push(propName);
                    bindings.propertyToOutputMap[propName] = propName;
                    break;
                default:
                    var json = JSON.stringify(context);
                    throw new Error("Unexpected mapping '" + bindingType + "' in '" + json + "' in '" + _this.name + "' directive.");
            }
        });
    }
    return bindings;
};

UpgradeComponent.prototype.initializeOutputs = function () {
    var _this = this;
    // Initialize the outputs for `=` and `&` bindings
    this.bindings.twoWayBoundProperties.concat(this.bindings.expressionBoundProperties).
    .forEach(function (propName) {
        var outputName = _this.bindings.propertyToOutputMap[propName];
        _this[outputName] = new core.EventEmitter();
    });

UpgradeComponent.prototype.bindOutputs = function () {
    var _this = this;
    // Bind `&` bindings to the corresponding outputs
    this.bindings.expressionBoundProperties.forEach(function (propName) {
        var outputName = _this.bindings.propertyToOutputMap[propName];
        var emitter = _this[outputName];
        _this[outputName] = function (value) { return emitter.emit(value); }
    });

Object.keys(changes).forEach(function (propName) { return _this[outputName] = changes[propName].currentValue; });

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2. Creation of an AngularJS directive that wraps and exposes an Angular component so that it can be used in an AngularJS template. See `upgradeComponent`.

3. Creation of an Angular root injector provider that wraps and exposes an AngularJS service so that it can be injected into an Angular context. See `UpgradeModule#upgrading-an-angular-1-service`.

4. Creation of an AngularJS service that wraps and exposes an Angular injectable so that it can be injected into an AngularJS context. See `downgradeInjectable`.

5. An AngularJS component can be \"upgraded\" to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`.

6. An Angular component can be \"downgraded\" to an AngularJS component. This is achieved by defining an AngularJS directive, which bootstraps the Angular component at its location in the DOM. See `downgradeComponent`.

7. Whenever an \"upgraded\"/\"downgraded\" component is instantiated the host element is owned by \* the framework doing the instantiation. The other framework then instantiates and owns the \* view for that component. \* 1. This implies that the component bindings will always follow the semantics of the \* instantiation framework.

2. The DOM attributes are parsed by the framework that owns the current template. So attributes in AngularJS templates must use kebab-case, while AngularJS templates must use camelCase.

3. However the template binding syntax will always use the Angular style, e.g. square brackets (`[...]`) for property binding.

8. Angular is bootstrapped first; AngularJS is bootstrapped second. AngularJS always owns the root component of the application.

9. The new application is running in an Angular zone, and therefore it no longer needs calls to `$apply()`.

The `UpgradeModule` class

This class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.

- Core AngularJS services
- Importing this `NgModule` will add providers for the core
- [AngularJS services](https://docs.angularjs.org/api/ng/service) to the root injector.
- `UpgradeModule#bootstrap` method, which you use to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade app.
- It also contains properties to access the root injector, the `bootstrap` `NgZone` and the
- `UpgradeModule#injector` method, which you use to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade app.
- Then inject `UpgradeModule` into your Angular `NgModule` and use it to bootstrap the top level AngularJS module.
- Finally, kick off the whole process, by bootstrapping your top level Angular `NgModule`.
- There is no specific API for upgrading an AngularJS service.
- Instead you should just follow the following recipe:
- Let's say you have an AngularJS service:
- Then you...
should define an Angular provider to be included in your `NgModule` `providers`\n * property.\n *\n *
{@example upgrade/static/ts/full/module.ts region=\"upgrade-ng1-service\"}\n *\n * Then you can use the
\"upgraded\" AngularJS service by injecting it into an Angular component\n * or service.\n *\n * {@example
upgrade/static/ts/full/module.ts region=\"use-ng1-upgraded-service\"}\n *\n * @publicApi\n */\n var
UpgradeModule = /** @class */ (function () {\n
function UpgradeModule(\n
/** The root `Injector` for the
upgrade application. */\n
injector, \n
/** The bootstrap zone for the upgrade application */\n
ngZone)
{\n
this.ngZone = ngZone;\n
this.injector = new NgAdapterInjector(injector);\n
}\n
/**\n
* Bootstrap an AngularJS application from this NgModule\n
* @param element the element on which to
bootstrap the AngularJS application\n
* @param [modules] the AngularJS modules to bootstrap for this
application\n
* @param [config] optional extra AngularJS bootstrap configuration\n
*/\n
UpgradeModule.prototype.bootstrap = function (element$1, modules, config /*angular.IAngularBootstrapConfig*/)
{\n
var _this = this;\n
if (modules === void 0) { modules = []; }\n
var INIT_MODULE_NAME
= UPGRADE_MODULE_NAME + '.init';\n
// Create an ng1 module to bootstrap\n
var initModule =
module_(INIT_MODULE_NAME, [])\n
.constant(UPGRADE_APP_TYPE_KEY, 2 /* Static */)\n
.value(INJECTOR_KEY, this.injector)\n
.factory(LAZY_MODULE_REF, [INJECTOR_KEY, function
(injector) { return ({ injector: injector }); }])\n
.config([\n
$PROVIDE, $INJECTOR,\n
function ($provide, $injector) {\n
if ($injector.has($$TESTABILITY)) {\n
$provide.decorator($$TESTABILITY, [\n
$DELEGATE,\n
function
(testabilityDelegate) {\n
var originalWhenStable = testabilityDelegate.whenStable;\n
var injector = _this.injector;\n
// Cannot use arrow function below because we need the
context\n
var newWhenStable = function (callback) {\n
originalWhenStable.call(testabilityDelegate, function () {\n
var ng2Testability =
injector.get(core.Testability);\n
if (ng2Testability.isStable()) {\n
callback();\n
}\n
else {\n
ng2Testability.whenStable(newWhenStable.bind(testabilityDelegate, callback));\n
}\n
});\n
};\n
testabilityDelegate.whenStable = newWhenStable;\n
return testabilityDelegate;\n
}\n
]);\n
}\n
if
($injector.has($INTERVAL)) {\n
$provide.decorator($INTERVAL, [\n
$DELEGATE,\n
function (intervalDelegate) {\n
// Wrap the $interval service so
that setInterval is called outside NgZone,\n
// but the callback is still invoked within it. This is so
that $interval\n
// won't block stability, which preserves the behavior from AngularJS.\n
var wrappedInterval = function (fn, delay, count, invokeApply) {\n
var pass = [];\n
for (var _i = 4; _i < arguments.length; _i++) {\n
pass[_i - 4] =
arguments[_i];\n
}\n
return _this.ngZone.runOutsideAngular(function ()
{\n
return intervalDelegate.apply(void 0, __spread([function () {\n
var args = [];\n
for (var _i = 0; _i < arguments.length; _i++) {\n
args[_i] = arguments[_i];\n
}\n
// Run callback
in the next VM turn - $interval calls\n
// $rootScope.$apply, and running the callback
in NgZone will\n
// cause a '$digest already in progress' error if it's in the\n
// same vm turn.\n
setTimeout(function () { _this.ngZone.run(function
() { return fn.apply(void 0, __spread(args)); }); });\n
}, delay, count, invokeApply],
pass));\n
});\n
};\n
wrappedInterval['cancel'] =
intervalDelegate.cancel;\n
return wrappedInterval;\n
}\n
]);\n
}\n
}\n
])\n
.run([\n
$INJECTOR,\n
function ($injector) {\n
_this.$injector = $injector;\n
// Initialize the ng1 $injector provider\n
setTempInjectorRef($injector);\n
_this.injector.get($INJECTOR);\n
// Put the injector on the
DOM, so that it can be \"required\"\n
element(element$1).data(controllerKey(INJECTOR_KEY),
_this.injector);\n
// Wire up the ng1 rootScope to run a digest cycle whenever the zone settles\n

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// We need to do this in the next tick so that we don't prevent the bootup
// stabilizing
setTimeout(function () {
    var $rootScope = $injector.get('$rootScope');
    var subscription = _this.ngZone.onMicrotaskEmpty.subscribe(function () {
        if ($rootScope.$$phase)
            if (core.isDevMode())
                console.warn('A digest was triggered while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');
        return $rootScope.$evalAsync();
    }, 0);
    var upgradeModule = module_(UPGRADE_MODULE_NAME, [INIT_MODULE_NAME].concat(modules));
    // Make sure resumeBootstrap() only exists if the current bootstrap is deferred
    var windowAngular = window['angular'];
    windowAngular.resumeBootstrap = undefined;
    // Bootstrap the AngularJS application inside our zone
    this.ngZone.run(function () { bootstrap(element$1, [upgradeModule.name], config); });
    // Patch resumeBootstrap() to run inside the ngZone
    if (windowAngular.resumeBootstrap)
        windowAngular.resumeBootstrap = function () {
            var originalResumeBootstrap_1 = windowAngular.resumeBootstrap;
            var args = arguments;
            windowAngular.resumeBootstrap = originalResumeBootstrap_1;
            return ngZone_1.run(function () { return windowAngular.resumeBootstrap.apply(_this, args); });
        };

    UpgradeModule = __decorate([core.NgModule({ providers: [angular1Providers] }), __metadata("design:paramtypes", [core.Injector,
        core.NgZone])], UpgradeModule);

    return UpgradeModule;
}, 0);

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* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm2015/static/testing.js
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{"version":3,"sources":["packages/upgrade/upgrade-static-testing.umd.js"],"names":["global","factory","exports","module","require","define","amd","self","ng","upgrade","static","testing","core","this","__metadata","metadataValue","Reflect","metadata","noNg","Error","noNgElement","cleanData","angular","bootstrap","element","injector","version","undefined","resolveBootstrap","getTestability","window","hasOwnProperty","_a","_c","dependencies","$injector","$injectorFactory","AngularTestingModule","__decorate","decorators","target","key","desc","d","t","arguments","length","r","Object","getOwnPropertyDescriptor","name","createAngularJUnitestingModule","angularJSModules","strictDi","modules","angular_packages_upgrade_static_testing_testing_a","angular_packages_upgrade_static_testing_testing_b","angular_packages_upgrade_static_testing_testing_d","value"],"mappings":";;;CAMC,SAAUA,EAACQC,GACI,iBAAZC,SA0C,oBAAXC,OAAYBF,EAACQC,QAASE,QAQQ,IBAAZC,SAAoD,mBAArBA,QAAQC,SAAyB,OAAS,OAAOC,QAAQC,SAASH,EAAaC,AAA4pH,SAASG,IAACL,MAAM,SAAW,EAAASU,EAAMD,GAAW,;;;;;;;;;;;oFAiEzC,SAASG,EAAWC,EAAaC,GAC7B,GAuB,iBAAZC,SAaOd,mBAaRBA,QAACAQ,SAAYB,OAAD,QAAQC,SAASH,EAACaC;"}
hybrid application. This makes it simpler and faster to unit test services. * Use the returned class as an `import` when configuring the ` TestBed`. * In the following code snippet, we are configuring the TestBed with two imports. * The `Ng2AppModule` is the Angular part of our hybrid application and the `ng1AppModule` is the AngularJS part.

* In the following code snippet, we are configuring the TestBed with two imports. * The `Ng2AppModule` is the Angular part of our hybrid application and the `ng1AppModule` is the AngularJS part.

* Once this is done we can get hold of services via the Angular `Injector` as normal. * Services that are (or have dependencies on) an upgraded AngularJS service will be instantiated as needed by the AngularJS `$injector`.

* In the following code snippet, `HeroesService` is an Angular service that depends upon an AngularJS service, `titleCase`. * For Component testing you must still bootstrap a hybrid app. See `UpgradeModule` or `downgradeModule` for more information.

* The resulting configuration does not wire up AngularJS digests to Zone hooks. It is the responsibility of the test writer to call `$rootScope.$apply`, as necessary, to trigger AngularJS handlers of async events from AngularJS services that are (or have dependencies on) a downgraded Angular service, will be instantiated as needed by the Angular root `$injector`.

* In the following code snippet, `heroesService` is a downgraded Angular service that we are accessing from AngularJS.

* Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.

* Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.

* This helper sets up global variables to hold the shared Angular and AngularJS injectors.

* Only call this helper once per spec.

* Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.

* This function returns an AngularJS module that is configured to wire up the AngularJS and Angular injectors without the need to actually bootstrap a hybrid application.

* This makes it simpler and faster to unit test services.

* Use the returned AngularJS module in a call to `[$injector]` which is the AngularJS part of our hybrid application and the `Ng2AppModule`, which is the Angular part.

* In the following code snippet, we are configuring the `$injector` with two modules:

* The AngularJS `ng1AppModule`, which is the AngularJS part of our hybrid application and the `Ng2AppModule`, which is the Angular part.

* In the following code snippet, we are configuring the `$scope` with two modules:

* The AngularJS `ng1AppModule`, which is the AngularJS part of our hybrid application and the `Ng2AppModule`, which is the Angular part.

* In the following code snippet, we are configuring the `$scope` with two modules:

* The AngularJS `ng1AppModule`, which is the AngularJS part of our hybrid application and the `Ng2AppModule`, which is the Angular part.

* In the following code snippet, we are configuring the `$scope` with two modules:

* The AngularJS `ng1AppModule`, which is the AngularJS part of our hybrid application and the `Ng2AppModule`, which is the Angular part.
The helper sets up global variables to hold the shared Angular and AngularJS injectors. Only call this helper once per spec. Do not use `createAngularJSTestingModule` in the same spec as `createAngularTestingModule`. Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`. Return module_($AngularJSTestingModule, []).constant(UPGRADE_APP_TYPE_KEY, 2 /* Static */).factory(INJECTOR_KEY, [INJECTOR, function ($injector) {
    testing.TestBed.configureTestingModule({
        imports: angularModules,
        providers: [{
            provide: INJECTOR, useValue: $injector }
        ]
    });
    return testing.TestBed.inject(core.Injector);
}]);
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exports.createAngularTestingModule = createAngularTestingModule;
exports.angular_packages_upgrade_static_testing_testing_a = module_;
exports.angular_packages_upgrade_static_testing_testing_b = UPGRADE_APP_TYPE_KEY;
exports.angular_packages_upgrade_static_testing_testing_d = INJECTOR_KEY;
Object.defineProperty(exports, '__esModule', { value: true });
//# sourceMappingURL=upgrade-static-testing.umd.js.map

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 * Angular v9.0.7
 * (c) 2010-2020 Google LLC. https://angular.io/
 * License: MIT
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/******************************************************************************/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/bundles/upgrade.umd.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/bundles/upgrade.umd.min.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
static.umd.js
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{"version":3,"file":"static.js","sources":[]}
ReadonlyArray<string>` (used in `@latest` versions).

$inject?: Function extends{[Injectable: string][]}?

IAAnnotatedFunction|null export type SingleOrListOrMap<T> = T | T[] | {[key: string]: T};

IModule {name: string;}

IModule{component(selector: string, factory: Injectable): IModule

$inject?: Function extends{[inject?: string][]}?

ICloneAttachFunction, options?: ILInkFnOptions;

ILinkFn|null export interface ILinkFnOptions {

parentBoundTranscludeFn?: Function;

transcludeControllers?: {[key: string]: any}

futureParentElement?: Node;

export interface IRootScopeService { $new(isolate?: boolean): IScope;

$on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;

$destroy(): any;

$apply(exp?: Ng1Expression): any;

configure(module: IModule): void;

constant(token: Ng1Token, value: any): IModule;

factory(key: Ng1Token, factoryFn: Injectable): IModule

factory(key: Ng1Token, factoryFn: Injectable): IModule

$inject?: Function extends{[Injectable: string][]}?

ICloneAttachFunction, options?: ILInkFnOptions;

ILinkFn

export type DirectiveRequireProperty = SingleOrListOrMap<string>;

export type DirectiveTranscludeProperty = boolean | 'element' | {

key: string;

context: any;

locals: any;

$observe(attr: string, fn: (v: string) => void): void;

$on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;

$destroy(): any;

$apply(exp?: Ng1Expression): any;

configure(module: IModule);
const $INJECTOR = '$injector';\nexport const $INTERVAL = '$interval';\nexport const $PARSE = '$parse';\nexport
const $PROVIDE = '$provide';\nexport const $ROOT_SCOPE = '$rootScope';\nexport const $SCOPE =
'$scope';\nexport const $TEMPLATE_CACHE = '$templateCache';\nexport const $TEMPLATE_REQUEST =
'$templateRequest';\n\nexport const $$TESTABILITY = '$$testability';\n\nexport const COMPILER_KEY =
'$$angularCompiler';\nexport const DOWNGRADED_MODULE_COUNT_KEY =
'$$angularDowngradedModuleCount';\nexport const GROUP_PROJECTABLE_NODES_KEY =
'$$angularGroupProjectableNodes';\nexport const INJECTOR_KEY = '$$angularInjector';\nexport const
LAZY_MODULE_REF = '$$angularLazyModuleRef';\nexport const NG_ZONE_KEY =
'$$angularNgZone';\nexport const UPGRADE_APP_TYPE_KEY = '$$angularUpgradeAppType';\n\nexport const
REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;\nexport const REQUIRE_NG_MODEL =
'?ngModel';\n\nexport const UPGRADE_MODULE_NAME = '$$UpgradeModule';\n","/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n\n/**\n * A `PropertyBinding` represents a
mapping between a property name\n * and an attribute name. It is parsed from a string of the form\n * `\"prop:
attr\"`; or simply `\"propAndAttr\" where the property\n * and attribute have the same identifier.\n */\nexport class
PropertyBinding {\n // TODO(issue/24571): remove '!'.\n bracketAttr !: string;\n // TODO(issue/24571): remove
'!'.\n bracketParenAttr !: string;\n // TODO(issue/24571): remove '!'.\n parenAttr !: string;\n //
TODO(issue/24571): remove '!'.\n onAttr !: string;\n // TODO(issue/24571): remove '!'.\n bindAttr !: string;\n //
TODO(issue/24571): remove '!'.\n bindonAttr !: string;\n\n constructor(public prop: string, public attr: string) {
this.parseBinding(); }\n\n private parseBinding() {\n this.bracketAttr = `[${this.attr}]`;\n this.parenAttr =
`(${this.attr})`;\n this.bracketParenAttr = `[(${this.attr})]`;\n const capitalAttr =
this.attr.charAt(0).toUpperCase() + this.attr.substr(1);\n this.onAttr = `on${capitalAttr}`;\n this.bindAttr =
`bind${capitalAttr}`;\n this.bindonAttr = `bindon${capitalAttr}`;\n }\n}\n","/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n\nimport {Injector, Type} from
'@angular/core';\n\nimport {IInjectorService, INgModelController} from './angular1';\nimport
{DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';\n\nconst
DIRECTIVE_PREFIX_REGEXP = /^(?:x|data)[:\\-_]/i;\nconst DIRECTIVE_SPECIAL_CHARS_REGEXP = /[:\\_]+(.)/g;\n\nexport function onError(e: any) {\n // TODO: (misko): We seem to not have a stack trace here!\n if
(console.error) {\n console.error(e, e.stack);\n } else {\n // tslint:disable-next-line:no-console\n console.log(e,
e.stack);\n }\n throw e;\n}\n\nexport function controllerKey(name: string): string {\n return '$' + name +
'Controller';\n}\n\nexport function directiveNormalize(name: string): string {\n return
name.replace(DIRECTIVE_PREFIX_REGEXP, '')\n
.replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_,
letter) => letter.toUpperCase());\n}\n\nexport function getTypeName(type: Type<any>): string {\n // Return the
name of the type or the first line of its stringified version.\n return (type as any).overriddenName || type.name ||
type.toString().split('\\n')[0];\n}\n\nexport function getDowngradedModuleCount($injector: IInjectorService):
number {\n return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
$injector.get(DOWNGRADED_MODULE_COUNT_KEY) :\n
0;\n}\n\nexport
function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {\n return
$injector.has(UPGRADE_APP_TYPE_KEY) ? $injector.get(UPGRADE_APP_TYPE_KEY) :\n
UpgradeAppType.None;\n}\n\nexport function isFunction(value: any): value is Function {\n return typeof
value === 'function';\n}\n\nexport function validateInjectionKey(\n $injector: IInjectorService,
downgradedModule: string, injectionKey: string,\n attemptedAction: string): void {\n const upgradeAppType =
getUpgradeAppType($injector);\n const downgradedModuleCount = getDowngradedModuleCount($injector);\n\n
// Check for common errors.\n switch (upgradeAppType) {\n case UpgradeAppType.Dynamic:\n case
UpgradeAppType.Static:\n
if (downgradedModule) {\n
throw new Error(\n
`Error while
${attemptedAction}: 'downgradedModule' unexpectedly specified.\\n` +\n
'You should not specify a value for
\\'downgradedModule\\', unless you are downgrading ' +\n
'more than one Angular module (via

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case UpgradeAppType.Lite:
  if (!downgradedModule && (downgradedModuleCount > 2)) {
    throw new Error(`Error while ${attemptedAction}: ` +
    'downgradedModule not specified.
' +
    'This application contains more than one downgraded Angular
    module, thus you need to always specify downgradedModule when
downgrading components and injectables.');
  }

  // break;

  // This will only happen if there was an 'upgrade'
  // module included in the 'ngUpgrade' app.

  // This should never happen in an 'ngUpgrade' app.

  // Always specify downgradedModule when downgrading
  // components and injectables.

  if (!downgradedModule && downgradedModuleCount >= 2) {
    throw new Error(`Error while ${attemptedAction}:` +
    'downgradedModule' not specified.\n' +
    'This application contains more than one downgraded Angular
    module, thus you need to always specify downgradedModule when
downgrading components and injectables.' +
    'You need to always specify downgradedModule when downgrading
    components and injectables.' +
    'downgradedModuleCount >= 2');
  }

  if (!$injector.has(injectionKey)) {
    throw new Error(`Error while ${attemptedAction}: ` +
    'Unable to find the specified downgraded module.\n' +
    'Did you forget to downgrade an Angular module or include it in the
    AngularJS application?');
  }

  break;
    default:

throw new Error(`Error while ${attemptedAction}: ` +
    'Not a valid @angular/upgrade application.\n' +
    'Did you forget to downgrade an Angular module or include it in the
    AngularJS application?');

export class Deferred<R> {
  promise: Promise<R>;
  // TODO(issue/24571): remove '!'.
  resolve !: (value?: R | PromiseLike<R>) => void;
  // TODO(issue/24571): remove '!'.
  reject !: (error?: any) => void;

  constructor() {
    this.promise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
  }
}

export interface LazyModuleRef {
  injector?: Injector;
  promise?: Promise<Injector>;
}

export const enum UpgradeAppType {
  // App NOT using `@angular/upgrade`. (This should never happen in an
  // ngUpgrade) app.
  None,

  // App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic
  // ngUpgrade).
  Dynamic,

  // App using `@angular/upgrade/static` with `UpgradeModule`.
  Static,

  // App using @angular/upgrade/static with 'downgradeModule'.
  Lite,
}

/**
 * @return Whether the passed-in component implements the subset of the
 *     `ControlValueAccessor` interface needed for
 *     `AngularJS <ng-model>` compatibility.
 * @function supportsNgModel(component: any) {
 * return typeof
 *     component.writeValue === 'function' &&
 *     typeof component.registerOnChange === 'function';
 * @function hookupNgModel(ngModel: INgModelController,
 *     component: any) {
 * if (ngModel && supportsNgModel(component)) {
 *     ngModel.$render = () => {
 * component.writeValue(ngModel.$viewValue);
 *     };
 *     component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
 *     if (typeof
 *     component.registerOnTouched === 'function') {
 *     component.registerOnTouched(ngModel.$setViewValue.bind(ngModel));
 *     }
 * component.$render = () => {
 * component.$viewValue =INITIAL_VALUE()
 * component.$setViewValue(INITIAL_VALUE);
 * }
 * }
 * }
 * 
 * // Test two values for strict equality, accounting for the fact that NaN
 *     !== NaN.
 * @function strictEquals(val1: any, val2: any): boolean {
 * return val1 === val2 || (val1 !== val1 && val2 !== val2);
 * }
 */

import {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';

import {IAttributes, IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
import {PropertyBinding} from './component_info';
import {$SCOPE} from './constants';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
  private implementsOnChanges: boolean = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};
  private componentScope: IScope;
  // TODO(issue/24571): remove '!'.
  private componentRef: ComponentRef<any> = null;
  private component: any;
  // TODO(issue/24571): remove '!'.
  private changeDetector: ChangeDetectorRef = null;
  // TODO(issue/24571): remove '!'.
  private viewChangeDetector: ChangeDetectorRef = null;

  constructor(
    private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
    private ngModel: INgModelController, private parentInjector: Injector,
    private $injector: IInjectorService, private $compile: ICompileService,
    private $parse: IParseService, private componentFactory: ComponentFactory<any>,
    private wrapCallback: <T>(cb: () => T) => () => T) {
    this.componentScope = scope.$new();
  }

  compileContents(): Node[]

    const enum UpgradeAppType {
    // App NOT using `@angular/upgrade`. (This should never happen in an
    // ngUpgrade) app.
    None,

    // App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic
    // ngUpgrade).
    Dynamic,

    // App using `@angular/upgrade/static` with `UpgradeModule`.
    Static,

    // App using @angular/upgrade/static with 'downgradeModule'.
    Lite,
  }

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   * found in the LICENSE file at https://angular.io/license
   */

  import {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';

  import {IAttributes, IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
  import {PropertyBinding} from './component_info';
  import {$SCOPE} from './constants';
  import {getTypeName, hookupNgModel, strictEquals} from './util';

  const INITIAL_VALUE = {
    __UNINITIALIZED__: true
  };
const providers: StaticProvider[] = [{
    provide: SSCOPe, useValue: this.componentScope
  }]
const childInjector = Injector.create({
  providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter'});
this.componentInstance = this.componentInstanceFactory.create(childInjector, projectableNodes, this.element[0]);
this.viewChangeDetector = this.componentInstanceFactory.injector.get(ChangeDetectorRef);
this.changeDetector = this.componentInstanceFactory.changeDetectorRef;

// testability hook is commonly added during component bootstrap
packages/core/src/application_ref.bootstrap();

// in downgraded application, component creation will take place here as well as adding the
const testability = this.componentInstance.injector.get(Testability, null); if (testability) {
  this.componentInstance.injector.get(TestabilityRegistry).registerApplication(this.componentInstance.location.nativeElement, testability);
}

hookupNgModel(this.ngModel, this.componentInstance);

// testability hook is commonly added during component bootstrap
// in packages/core/src/application_ref.bootstrap();

// If not opted out of propagating digests, invoke change detection when inputs change
if (propagateDigest) {
  this.componentInstance.$watch(this.inputChanges, (changes) => {
    if (changes) {
      this.componentInstance.$digest();
      this.changeDetector.markForCheck();
      this.changeDetector.detectChanges();
    }
  });
}

// If not opted out of propagating digests, invoke change detection on every digest
if (propagateDigest) {
  if (modifiedInputs) {
    this.componentInstance.$watch(modifiedInputs, (changes) => {
      if (changes) {
        this.componentInstance.$digest();
        this.changeDetector.markForCheck();
        this.changeDetector.detectChanges();
      }
    });
  }
}

// Use `$observe()` in addition to `$watch()` in order to initialize the input in time
// for `ngOnChanges()`. This is necessary if we are already in a `$digest`,
// which means that `ngOnChanges()` (which is called by a watcher) will run before the `$observe()`
// callback. Let unwatch: Function = null = this.componentScope.$watch(() => {
//  unwatch = unwatch();
if (unwatch) {
  if (expr != null) {
    this.componentInstance.$watch(expr, (value) => {
      if (value) {
        this.inputChangeCount = 0;
        this.componentInstance.$digest();
      }
    });
  }
}

this.componentInstance.$watch(() => this.inputChangeCount, this.wrapCallback(() => {
  this.componentInstance.$observe();
  this.componentInstance.$digest();
  this.changeDetector.markForCheck();
  this.changeDetector.detectChanges();
}))

this.componentInstance.$observe();
this.componentInstance.$digest();
this.changeDetector.markForCheck();
this.changeDetector.detectChanges();

// If necessary, attach the view so that
// it will be dirty-checked.
// (Allow time for the initial input values to be set and `ngOnChanges()` to be called.)
if (manuallyAttachView || !propagateDigest) {
  let unwatch: Function = null = this.componentInstance.$watch(() => {
    unwatch = unwatch();
    const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);
    appRef.attachView(this.componentInstance.hostView);
  });
  this.componentInstance.$observe();
  this.componentInstance.$digest();
  this.changeDetector.markForCheck();
}

// If not opted out of propagating digests, invoke change detection
// when inputs change
if (propagateDigest) {
  this.componentInstance.$observe();
  this.componentInstance.$digest();
  this.changeDetector.markForCheck();
  this.changeDetector.detectChanges();
}

// If not opted out of propagating digests, invoke change detection
// on every digest
if (propagateDigest) {
  this.componentInstance.$observe();
  this.componentInstance.$digest();
  this.changeDetector.markForCheck();
  this.changeDetector.detectChanges();
}

// If not opted out of propagating digests, invoke change detection
// on every digest
if (propagateDigest) {
  this.componentInstance.$observe();
  this.componentInstance.$digest();
  this.changeDetector.markForCheck();
  this.changeDetector.detectChanges();
}

// If not opted out of propagating digests, invoke change detection
// on every digest
if (propagateDigest) {
  this.componentInstance.$observe();
  this.componentInstance.$digest();
  this.changeDetector.markForCheck();
  this.changeDetector.detectChanges();
}
const output = new PropertyBinding(outputs[j].propName, outputs[j].templateName);
const bindonAttr = output.bindonAttr.substring(0, output.bindonAttr.length - 6);
const bracketParenAttr = `(${output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8)})`;

if (attrs.hasOwnProperty(bindonAttr)) {
    this.subscribeToOutput(output, attrs[bindonAttr], true);
}
if (attrs.hasOwnProperty(bracketParenAttr)) {
    this.subscribeToOutput(output, attrs[bracketParenAttr], true);
}
if (attrs.hasOwnProperty(output.onAttr)) {
    this.subscribeToOutput(output, attrs[output.onAttr]);
}
if (attrs.hasOwnProperty(output.parenAttr)) {
    this.subscribeToOutput(output, attrs[output.parenAttr]);
}
}

private subscribeToOutput(output: PropertyBinding, expr: string, isAssignment: boolean = false) {
    const getter = this.$parse(expr);
    const setter = getter.assign;
    if (isAssignment && !setter) {
        throw new Error(`Expression '${expr}' is not assignable!`);
    }
    const emitter = this.component[output.prop] as EventEmitter<any>;
    if (emitter) {
        emitter.subscribe({
            next: isAssignment ? (v: any) => setter!(this.scope, v) :
                             (v: any) => getter(this.scope, {'$event': v})
        });
    } else {
        throw new Error(`Missing emitter '${output.prop}' on component`);
    }
}

registerCleanup() {
    const testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);
    const destroyComponentRef = this.wrapCallback(() => this.componentRef.destroy());
    let destroyed = false;

    this.element.on('$destroy', () => this.componentScope.$destroy());
    this.componentScope.$on('$destroy', () => {
        if (!destroyed) {
            destroyed = true;
            testabilityRegistry.unregisterApplication(this.componentRef.location.nativeElement);
            destroyComponentRef();
        }
    });
}

getInjector(): Injector { return this.componentRef.injector; }

private updateInput(prop: string, prevValue: any, currValue: any) {
    if (this.implementsOnChanges) {
        this.inputChanges[prop] = new SimpleChange(prevValue, currValue, prevValue === currValue);
    }

    this.inputChangeCount++;
    this.component[prop] = currValue;
}

groupProjectableNodes() {
    let ngContentSelectors = this.componentFactory.ngContentSelectors;
    return groupNodesBySelector(ngContentSelectors, this.element.contents());
}

/**
 * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
 */
export function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]): Node[][] {
    const projectableNodes: Node[][] = [];
    let wildcardNgContentIndex: number;

    for (let i = 0, ii = ngContentSelectors.length; i < ii; ++i) {
        projectableNodes[i] = [];
    }

    for (let j = 0, jj = nodes.length; j < jj; ++j) {
        const node = nodes[j];
        const ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
        if (ngContentIndex != null) {
            projectableNodes[ngContentIndex].push(node);
        }
    }

    return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
    const ngContentIndices: number[] = [];
    let wildcardNgContentIndex = -1;

    for (let i = 0; i < ngContentSelectors.length; i++) {
        const selector = ngContentSelectors[i];
        if (selector === '*') {
            wildcardNgContentIndex = i;
        } else {
            if (matchesSelector(element, selector)) {
                ngContentIndices.push(i);
            }
        }
    }

    ngContentIndices.sort();
    if (wildcardNgContentIndex !== -1) {
        ngContentIndices.sort();
        if (wildcardNgContentIndex < ngContentIndices.length) {
            return wildcardNgContentIndex;
        } else if (wildcardNgContentIndex > ngContentIndices.length - 1) {
            return null;
        }
    }

    return wildcardNgContentIndex;
}

let _matches: (this: any, selector: string) => boolean;

function matchesSelector(el: any, selector: string): boolean {
    if (!_matches) {
        const elProto = <any>Element.prototype;
        _matches = elProto.matches || elProto.matchesSelector || elProto.mozMatchesSelector ||
            elProto.msMatchesSelector || elProto.webkitMatchesSelector;
    }
    return el.nodeType === Node.ELEMENT_NODE ? _matches.call(el, selector) : false;
}

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const aggrPromise = new SyncPromise<T>(null);

let resolvedCount = 0;
const results: T[] = [];
const resolve = (idx: number, value: T) => {
  results[idx] = value;
  if (++resolvedCount === valuesOrPromises.length) aggrPromise.resolve(results);
};

valuesOrPromises.forEach((p, idx) => {
  if (isThenable(p)) {
    p.then((v) => resolve(idx, v));
  } else {
    resolve(idx, p);
  }
});

return aggrPromise;

resolve(value: T): void {
  if (this.resolved) return;

  this.value = value;
  this.resolved = true;

  this.callbacks.forEach((callback) => callback(value));
  this.callbacks.length = 0;
}

then(callback: (value: T) => unknown): void {
  if (this.resolved) {
    callback(this.value !);
  } else {
    this.callbacks.push(callback);
  }
}

/**
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at
 * https://angular.io/license
 */

import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type} from '@angular/core';

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, INgModelController, IParseService, IScope} from './angular1';
import {$COMPILE, $INJECTOR, $PARSE, INJECTOR_KEY, LAZY_MODULE_REF, REQUIRE_INJECTOR, REQUIRE_NG_MODEL} from './constants';
import {DowngradeComponentAdapter} from './downgrade_component_adapter';
import {SyncPromise, Thenable} from './promise_util';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the
 * [upgrade/static](api?query=upgrade%2Fstatic)
 * library for hybrid upgrade apps that support AOT compilation*
 */

/**
 * @usageNotes
 * ### Examples
 *
 * Let's assume that you have an Angular component called `ng2Heroes` that needs
 * to be made available in AngularJS templates.
 *
 * ```javascript
 * {@example upgrade/static/ts/full/module.ts region="ng2-heroes"}
 * ```
 *
 * We must create an AngularJS
 * [directive](https://docs.angularjs.org/guide/directive)
 * that will make this Angular component available inside AngularJS templates.
 * The `downgradeComponent()` function returns a factory function that we can use to
 * define the AngularJS directive that wraps the `downgradedModule` component.
 *
 * ```javascript
 * {@example upgrade/static/ts/full/module.ts region="ng2-heroes-wrapper"}
 * ```
 *
 * For more details and examples on downgrading Angular components to AngularJS components please visit
 * the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code) to learn more about
 * the Component that is being downgraded.
 *
 * ```javascript
 * {@example upgrade/static/ts/full/module.ts region="ng2-heroes-wrapper"}
 * ```
 *
 * @param info contains information about the Component that is being downgraded:
 * - `component: Type<any>`: The type of the Component that will be downgraded
 * - `downgradedModule?: string`: The name of the downgraded module (if any) that the
 *   component belongs to
 * - `propagateDigest?: boolean`: Whether to perform change detection on the component after
 *   instantiating it
 * - `inputs?: string[]`: The input properties of the component.
 * - `outputs?: string[]`: The output properties of the component.
 * - `selectors?: string[]`: The CSS selectors that apply to the component.
 */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
}): any /* angular.IInjectable */ {
    // When using `downgradeModule()`, we need to handle certain things specially. For
    // example we always need to attach the component view to the `ApplicationRef` for it to be
    // dirty-checked.
  }

  return (null as any) as any /* angular.IInjectable */;
}
Angular zone. // NOTE: This is not needed, when using `UpgradeModule`, because `$digest()` will be run inside the Angular zone (except if explicitly escaped, in which case we shouldn’t force it back in). const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite; const wrapCallback: <T>(cb: () => T) => typeof cb = isNgUpgradeLite ? cb => cb : cb => () =>
NgZone.isInAngularZone() ? cb() : ngZone.run(cb); let ngZone: NgZone; // When downgrading multiple modules, special handling is needed wrt injectors.
n const hasMultipleDowngradedModules = isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);
return { ngModel: INgModelController =

    REQUIRE_INJECTOR, REQUIRE_NG_MODEL, link: (scope: IScope, element: IAugmentedJQuery, attrs: IAttributes, required: any[]) => {
      // We might have to compile the contents asynchronously, because this might have been triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have been compiled.

      const parentInjector: Injector|Thenable<Injector>|undefined = required[0];
      let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;
      let async: boolean = false;

      if (!parentInjector || hasMultipleDowngradedModules) {
        const downgradedModule = info.downgradedModule || ''; const lazyModuleRefKey = `${LAZY_MODULE_REF}${downgradedModule}`;

        validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);

        const lazyModuleRef = $injector.get(lazyModuleRefKey) as LazyModuleRef;
        moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>;
      }

      // Notes:
      //
      // There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might belong to the same NgModule, but that is irrelevant).

      const finalParentInjector = parentInjector || moduleInjector; const finalModuleInjector = moduleInjector; const componentFactoryResolver: ComponentFactoryResolver = componentFactoryResolver as ComponentFactoryResolver; const componentFactory: ComponentFactory<any> = componentFactory;
componentFactoryResolver.resolveComponentFactory(info.component) !\nif (!componentFactory) {\n  throw new Error('Expecting ComponentFactory for: $\{getTypeName(info.component)\}');\n}\n\nconst injectorPromise = new ParentInjectorPromise(element);\nconst facade = new DowngradeComponentAdapter(\n  element, attrs, scope, ngModel, injector, $injector, $compile, $parse,\n  componentFactory, wrapCallback);\nconst projectableNodes = facade.compileContents();\nfacade.setupInputs(isNgUpgradeLite, info.propagateDigest);\nfacade.setupOutputs();\nfacade.registerCleanup();\n\ninjectorPromise.resolve(facade.getInjector());\nif (ranAsync) {\n  // If this is run async, it is possible\n  // that it is not run inside $\n  // digest and initial input values will not be detected.$\n  scope.$evalAsync(() => {});\n}\n\nconst downgradeFn = \n  !isNgUpgradeLite ? doDowngrade : (pInjector: Injector, mInjector: Injector) => {\n    if (!ngZone) {\n      ngZone = pInjector.get(NgZone);\n    }\n    wrapCallback(() => doDowngrade(pInjector, mInjector))();\n  };
\n// NOTE:\n// Not using 'ParentInjectorPromise.all()' (which is inherited from 'SyncPromise'), because\n// Closure Compiler (or some related tool) complains:\n// 'TypeError: ...Src\$downgrade_component_ParentInjectorPromise.all is not a function'\nSyncPromise.all([finalParentInjector, finalModuleInjector])\n  .then(([pInjector, mInjector]) => downgradeFn(pInjector, mInjector));\n\n\n**
* @license
* Copyright Google Inc. All Rights
* Reserved.
* *
* Use of this source code is governed by an MIT-style license that can be
* found in the
* LICENSE file at https://angular.io/license
*/

import {Injector} from '@angular/core';
import 
{IInjectorService} from './angular1';
import {$INJECTOR, INJECTOR_KEY} from './constants';
import 
{getTypeName, isFunction, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function to
 * allow an Angular service to be accessible from AngularJS.
 *
 * *Part of the
 * [upgrade/static](api?query=upgrade%2Fstatic)
 * library for hybrid upgrade apps that support AOT compilation*
 *
 * `downgradeInjectable` factory function for the service
 *
 * `HeroesService` from \`\@angular/core\`\n
 {InjectorService} from \`\@util\`;\n\n * @param token an `InjectionToken` that identifies a service provided from Angular.
 * @param\n * downgradedModule the name of the downgraded module (if any) that the injectable
 * "belongs to", as returned

 "query=upgrade%2Fstatic"
 * library for hybrid upgrade apps that support AOT compilation
 * * TokenId\n * The helper function returns a factory function that provides access to the Angular\n * service identified by the\n * `token` parameter.\n * * @usageNotes
 * First ensure that the service to be downgraded is
 * provided in an `NgModule`\n * that will be part of the upgrade application. For example, let's assume we have\n * defined \`HeroesService\`\n * * @example upgrade/static/ts/full/module.ts\n * region="ng2-heroes-service\"\n * * Now we can register the `downgradeInjectable` factory function for the service\n * on an AngularJS module.\n * * @example upgrade/static/ts/full/module.ts\n * region="downgrade-ng2-heroes-service\"\n * * Inside an AngularJS component's controller we can get hold of the\n * *UpDowngraded service via the\n * * name we gave when downgrading\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * * @example upgrade/static/ts/full/module.ts\n * region="\n * * 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by a call to `downgradeModule()`. It is the module, whose injector will be used for instantiating the injectable. `@ngInject` (This option is only necessary when using `downgradeModule()`) to downgrade more than one AngularJS module.

### `@publicApi` Argument

The `@publicApi` argument is used to specify that the decorated module is intended for use in a public API. It is used in the following cases:

- **Public API**: When the module is intended for use in a public API, it should be annotated with `@publicApi`.
- **Public Module**: When the module is intended to be included in a public module, it should be annotated with `@publicApi`.

### `@publicApi` Argument Details

The `@publicApi` argument is a string that indicates the public module name. It is used to specify that the module is intended for use in a public API. When using `downgradeModule()` to downgrade more than one AngularJS module, it is necessary to specify the `@publicApi` argument.

### `@publicApi` Argument Example

```typescript
@publicApi
export class MyPublicModule {
  // Module code...
}
```

### `@publicApi` Argument Usage

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export class MyPublicModule {
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The `@publicApi` argument is a string that indicates the public module name. It is used to specify that the module is intended for use in a public API. When using `downgradeModule()` to downgrade more than one AngularJS module, it is necessary to specify the `@publicApi` argument.

### `@publicApi` Argument Example

```typescript
@publicApi
export class MyPublicModule {
  // Module code...
}
```
A helper function for creating an AngularJS module that can bootstrap an Angular module (possibly lazily) when a [link downgradeComponent downgrade component] needs to be instantiated.

Part of the upgrade/static library for hybrid upgrade apps that support AOT compilation.

It allows loading/bootstrapping the Angular part of a hybrid application lazily and not having to\n\n\npay the cost up-front. For example, you can have an AngularJS application that uses Angular for specific routes and only instantiate the Angular modules if/when the user visits one of these routes.

The Angular module will be bootstrapped once (when requested for the first time) and the same module will be used from that point onwards.

`downgradeModule()` requires either an `NgModuleFactory` or a function:

- `NgModuleFactory`: If you pass an `NgModuleFactory`, it will be used to instantiate a module using the `platformBrowser`’s `PlatformRef#bootstrapModuleFactory`.
- `Function`: If you pass a function, it is expected to return a promise resolving to an `NgModuleRef`. The function is called with an array of extra providers that are expected to be available from the returned `NgModuleRef`’s `Injector`.

Besides their different API, there are two important internal differences between `downgradeModule()` and `UpgradeModule` that affect the behavior of hybrid applications:

- Each downgraded module will be bootstrapped when an associated downgraded component or injectable needs to be instantiated.
- Things to keep in mind, when bootstrapping multiple modules:

    - Downgrading multiple modules\n    - It is possible to downgrade multiple modules and include them in an AngularJS application. In that case, each downgraded module will be.bootstrapped when an associated downgrade component or injectable needs to be instantiated.
    - Things to keep in mind, when bootstrapping multiple modules:

        - Each downgraded component injectable needs to be explicitly associated with a downgraded module. See `downgradeComponent()` and `downgradeInjectable()` for more details.

        - If you want some injectables to be shared among all downgraded modules, you can provide them as providers.

    `StaticProvider`’s, when creating the `PlatformRef` (e.g. via `platformBrowser`)
When using `{@link PlatformRef#bootstrapmodule bootstrapModule('')}` or `{ @link PlatformRef#bootstrapmodulefactory bootstrapModuleFactory('')} to bootstrap then a downgraded module, each one is considered a "root" module. As a consequence, a new instance will be created for every injectable provided in "root" (via `{ @link Injectable#providedIn providedIn('')}* If this is not your intention, you can have a shared module (that will act as act as the "root" * module) and create all downgraded modules using that module’s injector:

```typescript
platformBrowserDynamic().run(function() {
  platformBrowserDynamic.runFactory(moduleFactoryOrBootstrapFn, extraProviders); // Run the factory.
  const injector = TestBed.get(INJECTOR); // Get the injector.
  TestBed.configureTestingModule({}); // Create a new module.
  TestBed.compileComponents(); // Compile the components.
  TestBed.get(UpgradeHelper).injector.get(SERVICE); // Get the service.
  TestBed.get(Directive).directive(); // Use the directive.
});
```

To create a downgraded module, you can use the `downgradeModule` function:

```typescript
downgradeModule({
  providers: [
    { provide:筆名, useValue: 'John Doe' },
    { provide:unter, useValue: 42 }
  ]
});
```

This will create a new instance of the injected objects for each `downgradeModule` call. If you want to share the same injector across multiple modules, you can use a single `(filePath)` to bootstrap all modules:

```typescript
platformBrowserDynamic().run(function() {
  platformBrowserDynamic.runFactory(moduleFactoryOrBootstrapFn, extraProviders); // Run the factory.
  const injector = TestBed.get(INJECTOR); // Get the injector.
  TestBed.configureTestingModule({}); // Create a new module.
  TestBed.compileComponents(); // Compile the components.
  TestBed.get(UpgradeHelper).injector.get(SERVICE); // Get the service.
  TestBed.get(Directive).directive(); // Use the directive.
});
```

This will ensure that all modules share the same injector and thus only one instance of each injectable is created.

// user-defined 'compile' if there is no 'link'. In other cases, we will just ignore 'compile'.
if (directive.compile && !directive.link) notSupported(name, 'compile');
if (directive.replace) notSupported(name, 'replace');
if (directive.terminal) notSupported(name, 'terminal');
// return directive; } } }
static getTemplate($injector: IInjectorService, directive: IDirective, fetchRemoteTemplate = false, $element?: IAugmentedJQuery): string|undefined {
  // user-defined `compile` if there is no `link`. In other cases, we will just ignore `compile`.
  if (directive.compile && !directive.link) notSupported(name, 'compile');
  if (directive.replace) notSupported(name, 'replace');
  if (directive.terminal) notSupported(name, 'terminal');

  return directive;
}

static getTemplate($injector: IInjectorService, directive: IDirective, fetchRemoteTemplate = false, $element?: IAugmentedJQuery): string|Promise<string> {
  if (directive.template !== undefined) {
    return getOrCall<string>(directive.template, $element);
  } else if (directive.templateUrl) {
    const $templateCache = $injector.get(STEMPLATE_CACHE) as ITemplateCacheService;
    const url = getOrCall<string>(directive.templateUrl, $element);
    const template = StemplateCache.get(url);
    if (template !== undefined) {
      return template;
    } else if (!fetchRemoteTemplate) {
      throw new Error('loading directive templates asynchronously is not supported');
    } else return new Promise((resolve, reject) => {
      $httpBackend = $injector.get($HTTP_BACKEND) as IHttpBackendService;
      $httpBackend('GET', url, null, (status: number, response: string) => {
        if (status === 200) {
          resolve($templateCache.put(url, response));
        } else {
          reject(`GET component template from '${url}' returned '${status}: ${response}'`);
        }
      });
    });
  } else {
    throw new Error(`Directive '${directive.name}' is not a component, it is missing template.`);
  }
}

buildController(controllerType: IController, $scope: IScope) {
  // TODO: Document that we do not pre-assign bindings on the controller instance.
  // Quoted properties below so that this code can be optimized with Closure Compiler.
  // const locals = {'$scope': $scope, '$element': this.$element};
  const controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);
  this.$element.data !(controllerKey(this.directive.name !), controller);

  // Clean the jQuery/jqLite data on the component+child elements.
  angularElement.cleanData(
    this.element, angularElement.cleanData(this.element.querySelectorAll('*')));

  onDestroy($scope: IScope, controllerInstance?: any) {
    if (controllerInstance && isFunction(controllerInstance.$onDestroy)) {
      controllerInstance.$onDestroy();
    }
    $scope.$destroy();

    // Clean the jQuery/jqLite data on the component+child elements.
    angularElement.cleanData(this.element, angularElement.cleanData(this.element.querySelectorAll('*')));

    prepareTransclusion(): ILinkFn|undefined {
      const transclude = this.directive.transclude;
      const contentChildNodes = this.extractChildNodes();
      const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
        // Since AngularJS v1.5.8, `cloneAttachFn` will try
        // to destroy the transclusion scope if
        // `$template` is empty. Since the transcluded content comes from Angular,
        // not AngularJS, we will need to provide a dummy `scope.$destroy` method
        // to prevent `cloneAttachFn` from throwing.
        this.template = this.directive.template; // 'Template' is empty. Since the transcluded content comes from Angular,
        scope = scope || {$destroy: () => undefined};
        return cloneAttachFn (!this.template, scope);
      };

      let template = contentChildNodes;
      if (transclude) {
        const slots = Object.keys(transclude);
        const template = transclude[slots[0]];
        const slotMap = Object.create(null);
        if (typeof transclude === 'object') {
          template = [];
          const slotMap = Object.create(null);
          const filledSlots = Object.create(null);
          for (let selector in slots) {
            fillers.push(selector);
            if (typeof transclude[selector] === 'function') {
              const selector = transclude[selector];
              const optional = selector.charAt(0) === '?';
              selector = optional ? selector.substring(1) : selector;
              const slotMap[selector] = slots[selector];
              filledSlots[slotName] = true;
            }
            filledSlots[slotName] = slots[slotName];
            filledSlots[slotName] = slots[slotName];
          }
        }
        // Check for required slots that were not filled.
        for (let selector in filledSlots) {
          if (filledSlots[selector] !== filledSlots[selector]) {
            throw
          }
        }
      } else {
        throw
      }
    }
}
new Error('Required transclusion slot ${slotName} on directive: ${this.name}');
  
  Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
    const nodes = slots[slotName];
    slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
      return cloneAttach(nodes, scope);
    }
  });

  Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
    const nodes = slots[slotName];
    slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
      return cloneAttach(nodes, scope);
    }
  });

  const directiveRequire = this.getDirectiveRequire();
  const requiredControllers = this.resolveRequire(directiveRequire);
  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    const requiredControllersMap = requiredControllers as {
      [key: string]: IControllerInstance
    }
    Object.keys(requiredControllersMap).forEach(key => {
      controllerInstance[key] = requiredControllersMap[key];
    });
  } else {
    throw new Error('Unable to find required '${require}' in upgraded directive '${this.name}');
  }

  else if (Array.isArray(require)) {
    return requiredControllers.map(req => this.resolveRequire(req));
  } else if (typeof require === 'object') {
    const value: {
      [key: string]: IControllerInstance
    } = {};
    Object.keys(require).forEach(key => {
      value[key] = this.resolveRequire(require[key])
    });
    return value;
  } else if (typeof require === 'string') {
    const match = require.match(REQUIRE_PREFIX_RE);
    const inheritType = match[1] || match[3];
    const name = require.substring(match[0].length);
    const isOptional = !!match[2];
    const searchParents = (!!inheritType);
    const startOnParent = inheritType === '^^';
    const elem = startOnParent ? this.$element.parent() : this.$element;
    const value = searchParents ? elem.inheritedData(ctrlKey) : elem.data(ctrlKey);
    if (value && !isOptional) {
      throw new Error(`Unable to find required '${require}' in upgraded directive '${this.name}.'`);
    }
  } else {
    throw new Error(`Unrecognized 'require' syntax on upgraded directive '${this.name}':

    ${require} `);
  }

  return requiredControllers[0];
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance) {
  const directiveRequire = this.getDirectiveRequire();
  const requiredControllers = this.resolveRequire(directiveRequire);
  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    const requiredControllersMap = requiredControllers as {
      [key: string]: IControllerInstance
    }
    Object.keys(requiredControllersMap).forEach(key => {
      controllerInstance[key] = requiredControllersMap[key];
    });
  } else {
    throw new Error('Unable to find required '${require}' in upgraded directive '${this.name}');
  }

  return requiredControllers[0];
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance) {
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  const requiredControllers = this.resolveRequire(directiveRequire);
  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    const requiredControllersMap = requiredControllers as {
      [key: string]: IControllerInstance
    }
    Object.keys(requiredControllersMap).forEach(key => {
      controllerInstance[key] = requiredControllersMap[key];
    });
  } else {
    throw new Error('Unable to find required '${require}' in upgraded directive '${this.name}');
  }

  return requiredControllers[0];
}

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    });
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      [key: string]: IControllerInstance
    }
    Object.keys(requiredControllersMap).forEach(key => {
      controllerInstance[key] = requiredControllersMap[key];
    });
  } else {
    throw new Error('Unable to find required '${require}' in upgraded directive '${this.name}');
  }

  return requiredControllers[0];
}
ILinkFn, IScope, ITranscludeFunction} from '../..//src/common/src/angular1\nimport {ISCOPE} from '../..//src/common/src/constants';\nimport {IBindingDestination, IControllerInstance, UpgradeHelper} from '../..//src/common/src/upgrade_helper\nimport {isFunction} from '../..//src/common/src/util';\n\nconst NOT_SUPPORTED: any = 'NOT_SUPPORTED';\nconst INITIAL_VALUE = {\n  __UNINITIALIZED__: \n};\n\nclass Bindings {\n  twoWayBoundProperties: string[] = [];\n  twoWayBoundLastValues: any[] = [];\n  \n  expressionBoundProperties: string[] = [];\n  propertyToOutputMap: {[propName: string]: string} = \n};\n\n/**\n * @description
 * A helper class that allows an AngularJS component to be used from
 * Angular.\n * Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that
 * support AOT compilation.\n * @usageNotes
 * @publicApi
 */
export class UpgradeComponent implements OnInit, OnChanges, DoCheck, OnDestroy {\n  private helper: UpgradeHelper;\n
  private $injector: IInjectorService;\n
  private element: Element;\n  private $element: IAugmentedJQuery;\n  private $componentScope: IScope;\n
  private directive: IDirective;\n  private bindings: Bindings;\n
  \n  private controllerInstance !: IControllerInstance;\n  \n  private pendingChanges !: SimpleChanges | null;\n
  private unregisterDoCheckWatcher !: Function;\n
  /**\n   * Create a new `UpgradeComponent` instance. You should not normally need to do this.\n   * Instead you should derive a new class from this one and call the super constructor
   * from the base class.\n   * @example upgrade/static/ts/full/module.ts region="ng1-hero-wrapper" \n   */
  constructor(private name: string, private elementRef: ElementRef, private injector: Injector) {\n    this.helper = new UpgradeHelper(injector, name, elementRef);\n
    this.$injector = this.helper.$injector;\n
    this.element = this.helper.element;\n    this.$element = this.helper.$element;\n
    this.directive = this.helper.directive;\n    this.bindings = this.initializeBindings(this.directive);\n
    // We ask for the AngularJS scope from the Angular
    // injector, since\n    // we will put the new component scope onto the new injector for each component\n    this.$componentScope = this.$injector.$new(!!this.directive.scope);\n
    this.initializeOutputs();\n
    // Collect contents, insert and compile template\n    this.initializeOutputs();\n
    // We should create an isolated scope if the scope is only true?\n    this.$componentScope = newScopedS(oScope);\n
    // QUESTION 1: Should we create an isolated scope if the scope is only true?\n    // QUESTION 2: Should we make the scope accessible through `UpgradeComponent`\n    const SarentScope = injector.get(SSCOPE);\n
    // QUESTION 1: Should we create an isolated scope if the scope is only true?\n    this.$componentScope = SarentScope.$new(!this.directiv...
this.bindOutputs(); // Require other controllers
const requiredControllers =
this.helper.resolveAndBindRequiredControllers(this.controllerInstance); // Hook: SonInit
if (this.pendingChanges) {
  this.forwardChanges(this.pendingChanges);
} // Hook: SonInit
if (this.controllerInstance &
isFunction(this.controllerInstance.SonInit)) {

this.controllerInstance.SonInit();
} // Hook: SDoCheck
if (this.controllerInstance &
isFunction(this.controllerInstance.SDoCheck)) {
  const callDoCheck = () => this.controllerInstance.SDoCheck();
  this.helper.resolveAndBindRequiredControllers(this.controllerInstance);
  this.helper.onDestroy(this.$componentScope, this.controllerInstance);

const link = this.directive.link;
const preLink = typeof link == 'object' &&
link.pre;
const postLink = typeof link == 'object' ? link.post : link;
const attrs: IAttributes =
NOT_SUPPORTED;
const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
if (preLink) {
  preLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
}
linkFn(this.$componentScope, null, {
parentBoundTranscludeFn: attachChildNodes});
if (postLink) {
  postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
} // Hook: $postLink
if (this.controllerInstance &
isFunction(this.controllerInstance.$postLink)) {
  this.controllerInstance.$postLink();
}

ngOnChanges(changes: SimpleChanges) {
  if (!this.bindingDestination) {
    this.pendingChanges = changes;
  } else {
    this.forwardChanges(changes);
  }
}
ngDoCheck() {
  const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
  const twoWayBoundLastValues = 
  this.bindings.twoWayBoundLastValues;
  const propertyToOutputMap = 
  this.bindings.propertyToOutputMap;
  twoWayBoundProperties.forEach((propName, idx) => {
    const newValue = this.bindingDestination[propName];
    const oldValue = twoWayBoundLastValues[idx];
    if (!looseIdentical(newValue, oldValue)) {
      const outputName = this.bindings.propertyToOutputMap[propName];
      const emitter: EventEmitter<any> = (this as any)[outputName];
      emitter.emit(newValue);
      twoWayBoundLastValues[idx] = newValue;
    }
  });
}

ngOnDestroy() {
  if (isFunction(this.unregisterDoCheckWatcher)) {
    this.unregisterDoCheckWatcher();
  }
}

private initializeBindings(directive:
IDirective) {
  const btcIsObject = typeof directive.bindToController === 'object';
  if (btcIsObject && Object.keys(directive.scope).length) {
    throw new Error(`
      Binding definitions on scope and controller
      at the same time is not supported.`);
  }

  const context = btcIsObject ? directive.bindToController :
  directive.scope;
  const bindings = new Bindings();
  if (typeof context == 'object') {
    Object.keys(context).forEach(propName => {
      const definition = context[propName];
      const bindingType = definition.charAt(0);

      switch (bindingType) {
        case '@':
        case '<':
          // We don't need to do anything special. They will
          // be defined as inputs on the
          // upgraded component facade and the change propagation will be handled by
          // `ngOnChanges();`.
          break;
        case '=':
          bindings.twoWayBoundProperties.push(propName);
          break;
        case '&':
          bindings.expressionBoundProperties.push(propName);
          break;
        default:
          const json = JSON.stringify(context);
          throw new Error(`
The unexpected mapping '${bindingType}' in
'S[json]' in '$[this.name]' directive.
'${json}';
'${bindingType}';
'${context}';
'${this.name}';
'${propName}';
'${context}';`);
      }
    });
  }

  return bindings;
}

private initializeOutputs() {
  bindings.twoWayBoundProperties.forEach(propName => {
    const outputName = this.bindings.propertyToOutputMap[propName];
    (this as any)[outputName] = new EventEmitter();
  });
}

private bindOutputs() {
  bindings.expressionBoundProperties.forEach(propName => {
    (this as any)[propName] = this.bindings.propertyToOutputMap[propName];
    (this as any)[propName].bindOutput = (value: any) => emitter.emit(value);
  });
}

private forwardChanges(changes: SimpleChanges) {
} // Forward input changes to

Open Source Used In MSX Enterprise Access Service Pack 3.9.0  2603
Object.keys(changes).forEach(function (propName) {
  this.bindingDestination[propName] = changes[propName].currentValue;
  if (isFunction(this.bindingDestination.OnChanges)) {
    propName},{"**" + propName} * @license
   * Copyright Google Inc. All Rights Reserved.

   * Use of this source code is governed by an MIT-style license that can be
   * found in the LICENSE file at https://angular.io/license

   * Part of the [upgrade/static](https://angular.io/api?query=upgrade/static) library for hybrid upgrade apps that support AOT
   * compilation. The 'UpgradeComponent' class is used to bootstrap the hybrid upgrade application.

   * Creation of an Angular directive that wraps and exposes an AngularJS component so that it can be used in an Angular template. See
   * `UpgradeComponent`. The 'upgrade/static' package contains helpers that allow AngularJS and Angular components
   * to be used together inside a hybrid upgrade application, which supports AOT compilation. Specifically, the
   * classes and functions in the 'upgrade/static' module allow the following:

   * 1. Creation of an Angular directive that wraps and exposes an AngularJS component so that it can be used in an Angular template. See
   * 2. Creation of an AngularJS directive that wraps and exposes an Angular component so that it can be used in an AngularJS template. See 'downgradeComponent'.
   * 3. Creation of an Angular root injector provider that wraps and exposes an AngularJS service so that it can be injected into an Angular context. See
   *   'UpgradeModule'.

   * Import {UpgradeModule} from '@angular/upgrade/static' for hybrid upgrade apps that support AOT
   * compilation. The 'UpgradeModule' class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.

   * Creation of an AngularJS service that wraps and exposes an AngularJS component so that it can be used in an AngularJS template. See 'downgradeComponent'.

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* Core AngularJS services
* Importing this `NgModule` will add providers for the core
* [AngularJS services](https://docs.angularjs.org/api/ng/service) to the root injector.
* Bootstrap
* The runtime instance of this class contains a
* [UpgradeModule#bootstrap](https://docs.angularjs.org/api/ng/service) method, which you use to bootstrap the top level AngularJS module onto an element in the
* DOM for the hybrid upgrade application.
* It also contains properties to access the
* [UpgradeModule#injector](https://docs.angularjs.org/api/auto/service/$injector) class.

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  * The runtime instance of this class contains a
  * [UpgradeModule#bootstrap](https://docs.angularjs.org/api/ng/service) method, which you use to bootstrap the top level AngularJS module onto an element in the
  * DOM for the hybrid upgrade application.
  * It also contains properties to access the
  * [UpgradeModule#injector](https://docs.angularjs.org/api/auto/service/$injector) class.

### Examples

* Import the `UpgradeModule` into your top level AngularJS application.

  ```typescript
  @NgModule({
    providers: [angular1Providers]
  })
  export class UpgradeModule {
    /**
     * The AngularJS `$injector` for the upgrade application.
     */
    public $injector: any /*angular.IInjectorService*/;
    /**
     * The Angular Injector **/
    public injector: Injector;

    constructor(
        /** The root `Injector` for the upgrade application. */
        injector: Injector,
        /** The bootstrap zone for the upgrade application */
        public ngZone: NgZone) {
      this.injector = new NgAdapterInjector(injector);
    }

    /**
     * Bootstrap an AngularJS application from this NgModule
     * @param element the element on which to bootstrap the AngularJS
     * application
     * @param [modules] the AngularJS modules to bootstrap for this application
     * @param [config] optional extra AngularJS bootstrap configuration
     */
    bootstrap(element: Element, modules: string[] = [],
              config?: any /*angular.IAngularBootstrapConfig*/) {
      const INIT_MODULE_NAME = UPGRADE_MODULE_NAME + '.init';

      // Create an ng1 module to bootstrap
      const initModule = angularModule(INIT_MODULE_NAME, [])
        .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
        .value(INJECTOR_KEY, this.injector)
        .factory(LAZY_MODULE_REF,
            [INJECTOR_KEY, (injector: Injector) => ({ injector } as
             LazyModuleRef))
        .config([[$provide, $injector, ($provide: IProvideService,
                      $injector: IInjectorService) => {
            if ($injector.has($$TESTABILITY)) {
              $provide.decorator($$TESTABILITY, [SDELEGATE, (testabilityDelegate:
                ITestabilityService) => {
                const originalWhenStable: Function = testabilityDelegate.whenStable;
                return testabilityDelegate;
            });
          } else {
            newWhenStable = newWhenStable.bind(testabilityDelegate, callback);
          }}]);

          return testabilityDelegate;
        });

        const injector = this.injector; // Cannot use arrow function below because we need the
        context
        currentWhenStable = function(callback: Function) {
          originalWhenStable.call(testabilityDelegate, function()) {
            const ng2Testability: Testability = injector.get(Testability);
            if (ng2Testability.isStable()) {
              callback();
            } else {
              newWhenStable = newWhenStable.bind(testabilityDelegate, callback);
            }
          };
        });

        Sprovide.decorator(SINTERVAL, [SDELEGATE, (intervalDelegate: IIntervalService) => {
          // Wrap the $interval service so that setInterval is called outside NgZone.
          if (Sinjector.has(S$INTERVAL)) {
            Sprovide.decorator($$TESTABILITY, [SDELEGATE, (testabilityDelegate: ITestabilityService) => {
              // Will block stability, which preserves
            });
          } else {
            newWhenStable = newWhenStable.bind(testabilityDelegate, callback);
          }
        });

        return newWhenStable;
    }
  }
```
let wrappedInterval = (fn: Function, delay: number, count?: number, invokeApply?: boolean, ...pass: any[]) => { return this.ngZone.runOutsideAngular(() => {
  return intervalDelegate((...args: any[]) => {
    // Run callback in the next VM turn - $interval calls
    // $rootScope.$apply, and running
    the callback in NgZone will
    // cause a 'Sdigest already in progress' error if it's in the
    // same vm turn.
    setTimeout(() => { this.ngZone.run(() => fn(...args)); });
  }, delay, count, invokeApply, ...pass);
});

(wrappedInterval as any)['cancel'] = intervalDelegate.cancel;
return wrappedInterval;

})(wrappedInterval as any)

    .run(
      $INJECTOR,
      ($injector: IInjectorService) => {
        this.$injector = $injector;

        // Initialize the ng1 Injector provider
        setTempInjectorRef($injector);
        this.injector.get($INJECTOR);

        // Put the injector on
        angularElement(element).data(this.controllerKey(INJECTOR_KEY), this.injector);

        // Wire up the ng1 rootScope to run a digest cycle
        // whenever the zone settles
        // We need to do this in the next tick so that we don't prevent the bootstrap
        // stabilizing
        setTimeout(() => {
          const $rootScope = $injector.get('$rootScope');
          const subscription = this.ngZone.onMicrotaskEmpty.subscribe(() => {
            if ($rootScope.$$phase) {
              if (isDevMode()) {
                console.warn('A digest was triggered while one
              was already in progress. This may mean that something is triggering digests outside the Angular zone.');
              }

              return $rootScope.$evalAsync();
            }

            return $rootScope.$digest();
          });
          $rootScope.$on('$destroy', () => { subscription.unsubscribe(); });
        }, 0);
      });
    });

    const upgradeModule = angularModule(UPGRADE_MODULE_NAME, [INIT_MODULE_NAME].concat(modules));

    // Make sure resumeBootstrap() only exists if the current
    bootstrap is deferred
    const windowAngular = (window as any)['angular'];
    windowAngular.resumeBootstrap = undefined;
    // Bootstrap the AngularJS application inside our zone
    this.ngZone.run(() => {
      windowAngular.resumeBootstrap = originalResumeBootstrap;
      return ngZone.run(() => windowAngular.resumeBootstrap.apply(this, [args]));
    })
    bootstrap(element, [upgradeModule.name], config);

    // Patch resumeBootstrap() to run inside the ngZone
    @license
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    * found in the LICENSE file at https://angular.io/license
    */

    export { getAngularJSGlobal, getAngularLib, setAngularJSGlobal, setAngularLib } from
    '../src/common/src/angular1';
    export { downgradeComponent } from
    '../src/common/src/downgrade_component';
    export { downgradeInjectable } from
    '../src/common/src/downgrade_injectable';
    export { downgradeModule } from
    './src/downgrade_module';
    export { UpgradeComponent } from
    './src/upgrade_component';
    export { UpgradeModule } from
    './src/upgrade_module';

    // This file only re-exports
    // items to appear in the public api. Keep it that way.
    // @license
    // This file is not used to build this module. It is only used during
    // editing by the TypeScript language service and during build for verification. `ngc` replaces this file with
    // production index.ts when it rewrites private symbol
    // names.
    export { angular1Providers as ɵangular_packages_upgrade_static_static_e, compileFactory as
    ɵangular_packages_upgrade_static_static_c, injectorFactory as
    ɵangular_packages_upgrade_static_static_a, parseFactory as
    ɵangular_packages_upgrade_static_static_d, rootScopeFactory as ɵangular_packages_upgrade_static_static_b} from
/**
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* (c) 2010-2020 Google LLC. https://angular.io/
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*/

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and limitations under the License.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm5/static.js.map
No license file was found, but licenses were detected in source scan.
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgrade-
  static-testing.umd.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgrade-
  static-testing.umd.min.js
No license file was found, but licenses were detected in source scan.

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 */

/**
 * @publicApi
 */
export const VERSION = new Version('9.0.7');

/**
 * @publicApi
 */
export const Ng1Token = string;

export type Ng1Expression = string | Function;

export interface IAnnotatedFunction extends Function {
  $inject?: string[];
}

export type IInjectable = (Ng1Token | Function)[] | IAnnotatedFunction;

export type SingleOrListOrMap<T> = T | T[] | {[key: string]: T};

export interface IModule {
  name: string;
  requires: (string|IInjectable)[];
  config(fn: IInjectable): IModule;
  directive(selector: string, factory: IInjectable): IModule;
  component(selector: string, component: IComponent): IModule;
  controller(name: string, type: IInjectable): IModule;
  factory(key: Ng1Token, factoryFn: Injectable): IModule;
  value(key: Ng1Token, value: any): IModule;
  constant(token: Ng1Token, value: any): IModule;
  run(a: Injectable): IModule;
  $new(isolate?: boolean): IScope;
  $id: string;
  $parent: IScope;
  $root: IScope;
  $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
  $destroy(): any;
  $apply(exp?: Ng1Expression): any;
  $digest(): any;
}
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```
PropertyBinding {
  // TODO(issue/24571): remove '!'.
  bracketAttr !: string;
  // TODO(issue/24571): remove '!'.
  bracketParenAttr !: string;
  // TODO(issue/24571): remove '!'.
  parenAttr !: string;
  // TODO(issue/24571): remove '!'.
  onAttr !: string;
  // TODO(issue/24571): remove '!'.
  bindAttr !: string;
  // TODO(issue/24571): remove '!'.
  bindonAttr !: string;

  constructor(public prop: string, public attr: string) {
    this.parseBinding();
  }

  private parseBinding() {
    this.bracketAttr = `\[${this.attr}\]`;
    this.parenAttr = `\(${this.attr}\)`;
    this.bracketParenAttr = `\[${this.attr}\]`;
    this.onAttr = `\${this.capitalAttr}`;
    this.bindAttr = `\${this.capitalAttr}`;
    this.bindonAttr = `\${this.capitalAttr}`;
    const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
    this.onAttr = `\${capitalAttr}`;
    this.bindAttr = `\${capitalAttr}`;
    this.bindonAttr = `\${capitalAttr}`;
  }
}
```

```js
/**
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 * found in the LICENSE file at https://angular.io/license
 */

import {Injector, Type} from '@angular/core';
import {IInjectorService, INgModelController} from '@angular1';
import {DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';

const DIRECTIVE_PREFIX_REGEXP = /^\(\?:x\)\s+data\](:[^\-\_]+\.)\s+g;\s+export function\s+onError(e: any)\s+{\s+// TODO: (misko): We seem to not have a stack trace here!\n  if (console.error) \n    console.error(e, e.stack);
  \n  // tslint:disable-next-line:no-console\n  console.log(e, e.stack);
  throw e;
}

function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
      .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());
}

function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name ||
      type.toString().split('\n')\[0\];
}

function getDowngradedModuleCount($injector: IInjectorService): number {
  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
      $injector.get(DOWNGRADED_MODULE_COUNT_KEY) : 0;
}

function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ? $injector.get(UPGRADE_APP_TYPE_KEY) :
      UpgradeAppType.None;
}

function isFunction(value: any): value is Function {
  return typeof value === 'function';
}

function validateInjectionKey($injector: IInjectorService, 
dowgradedModule: string, injectionKey: string, 
attemptedAction: string): void {
  const upgradeAppType = getUpgradeAppType($injector);
  const dowgradedModuleCount = getDowngradedModuleCount($injector);
  switch (upgradeAppType) {
    case UpgradeAppType.Dynamic:
    case UpgradeAppType.Static:
      if (dowgradedModule) {
        throw new Error('Error while ' + attemptedAction + ': ' + dowgradedModule + ' unexpectedly specified.\n' +
            'You should not specify a value for \\
            \`dowgradedModule\`, unless you are downgrading one Angular module (via \\
            \`\$dowgradedModule\`)\n      }
      break;
    case UpgradeAppType.Lite:
      if (!dowgradedModule &&
            (dowgradedModuleCount == 2)) {
        throw new Error('Error while $\{attemptedAction\}: ' +
            'dowgradedModule` not specified.\n' +
            'This application contains more than one dowgraded Angular module, thus you need to ' +
            'always specify \\`dowgradedModule\` when dowgrading components and injectables.\n' +
            'You should not specify a value for \\
            \`dowgradedModule\` unless you are dowgrading one Angular module (via \\
            \`\$dowgradedModule\`).\n      }
      break;
    default:
      throw new Error('
' +
        'Error while $\{attemptedAction\}: Not a valid \\
        \`@angular\`\`upgrade` application.\n' +
        'Did you forget to downgrade an Angular module or include it in the AngularJS application?';
      }
  }
}
```

```
Deferred<R> {
  promise: Promise<R>;
  resolve !: (value?: R | PromiseLike<R>) => void;
  reject !: (error?: any) => void;

  constructor() {
    this.promise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
  }
}
```

```
LazyModuleRef {
  injector?: Injector;
  promise?: Promise<Injector>;
}
```

```
const enum UpgradeAppType {
  None,

  Dynamic,

  Lite,
}
```

```
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```

`<p>`
Dynamic

// App using `@angular/upgrade/static` with `UpgradeModule`

// App using `@angular/upgrade/static` with `downgradeModule` (a.k.a `ngUpgrade`-lite)

// Upgrade: function supportsNgModel(component: any) { return typeof component.writeValue === 'function' && typeof component.registerOnChange === 'function'; }

import { ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type } from '@angular/core';

import { IAttributes, IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope } from './angular1';
import { PropertyBinding } from './component_info';
import {$SCOPE} from './constants';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
  private implementsOnChanges = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};
  private componentScope: IScope;
  // TODO(issue/24571): remove '!'.
  private componentRef!: ComponentRef<any>;
  // TODO(issue/24571): remove '!'.
  private changeDetector!: ChangeDetectorRef;
  // TODO(issue/24571): remove '!'.
  private viewChangeDetector!: ChangeDetectorRef;

  constructor(
    private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
    private ngModel: INgModelController, private parentInjector: Injector,
    private $injector: IInjectorService, private $compile: ICompileService,
    private $parse: IParseService, private componentFactory: ComponentFactory<any>,
    private wrapCallback: <T>(cb: () => T) => () => T) {
    this.componentScope = scope.$new();
  }

  compileContents(): Node[][] {
    const compiledProjectableNodes: Node[][] = [];
    const projectableNodes: Node[][] = this.groupProjectableNodes();
    const linkFns = projectableNodes.map(nodes =>
      this.$compile(nodes));

    this.element.empty();

    linkFns.forEach(linkFn => {
      linkFn(this.scope, (clone: Node[]) => {
        compiledProjectableNodes.push(clone);
        this.element.append(clone);
      });
    });

    return compiledProjectableNodes;
  }

  createComponent(projectableNodes: Node[][]) {
    const providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];
    const childInjector = Injector.create({providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter'});

    this.componentRef =
        this.componentFactory.create(childInjector,
        projectableNodes, this.element[0]);
    this.viewChangeDetector = this.componentFactory.createComponent(projectableNodes, Node[]);[
    const projectableNodes: Node[] = this.componentRef.injector.get(ChangeDetectorRef, null);]

    this.$compile(this.element.empty());

    return this.$compile(this.element.empty());
  }

  setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
    const attrs = this.attrs;
    const inputs = this.componentFactory.inputs || [];
    // componentReference = this.componentFactory.create(this.element[0]);

    hookupNgModel(this.ngModel, this.componentRef);

    setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
      const attrs = this.attrs;
      const inputs = this.componentFactory.inputs || [];
    }

    this.$compile(this.element.empty());

    return this.$compile(this.element.empty());
  }

  ngOnDestroy(): void {
    // componentReference.destroy();
  }

  ngAfterViewInit(): void {
    // componentReference.ngAfterViewInit();
  }

  ngOnDestroy(): void {
    // componentReference.ngOnDestroy();
  }

  ngAfterContentInit(): void {
    // componentReference.ngAfterContentInit();
  }

  ngOnChanges(changes: SimpleChanges): void {
    // componentReference.ngOnChanges(changes);
for (let i = 0; i < inputs.length; i++) {
  let expr: string|null = null;
  if (attrs.hasOwnProperty(input.attr)) {
    expr = attrs[input.bindAttr];
  } else if (attrs.hasOwnProperty(input.bracketAttr)) {
    expr = attrs[input.bracketAttr];
  } else if (attrs.hasOwnProperty(input.bindonAttr)) {
    expr = attrs[input.bindonAttr];
  } else if (attrs.hasOwnProperty(input.bracketParenAttr)) {
    expr = attrs[input.bracketParenAttr];
  }
  if (expr != null) {
    const watchFn =
        (prop => (currValue: any, prevValue: any) =>
             this.updateInput(prop, prevValue, currValue))(input.prop);
    this.componentScope.$watch(expr, watchFn);
  }
}

// Invoke `ngOnChanges()` and Change Detection
const detectChanges = () => this.changeDetector.detectChanges();
const prototype = this.componentFactory.componentType.prototype;
this.implementsOnChanges = !!((<OnChanges>prototype).ngOnChanges);

this.componentScope.$watch(() => this.inputChangeCount,
    this.wrapCallback(() => {
      // Invoke `ngOnChanges()`
      if (this.implementsOnChanges) {
        const inputChanges = this.inputChanges;
        this.inputChanges = {};
        (<OnChanges>this.component).ngOnChanges(inputChanges !);
      }

      this.viewChangeDetector.markForCheck();

      // If opted out of propagating digests, invoke change detection
      // with dirty checks enabled.
      if (!propagateDigest) {
        detectChanges();
      }
    }));

// If not opted out of
if (propagateDigest) {
  this.componentScope.$watch(this.wrapCallback(detectChanges));
}

// If necessary, attach the view so that
// it will be dirty-checked.
// (Allow time for the initial input values to be set and `ngOnChanges()` to be called.)
if (manuallyAttachView || !propagateDigest) {
  let unwatch: Function|null = null;
  unwatch = this.componentScope.$watch(() => {
    unwatch !();
    unwatch = null;
    appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);
  });

  appRef.attachView(this.componentComponentRef);
testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);

const destroyComponentRef = this.wrapCallback(() => this.componentRef.destroy());

let destroyed = false;

this.element.on('$destroy', () => {
  if (!destroyed) {
    destroyed = true;
    testabilityRegistry.unregisterApplication(this.componentRef.location.nativeElement);
    destroyComponentRef();
  }
});

let ngContentSelectors = this.componentFactory.ngContentSelectors;

return groupNodesBySelector(ngContentSelectors, this.element.contents());

/**
 * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
 */
export function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]): Node[][] {
  const projectableNodes: Node[][] = [];
  let wildcardNgContentIndex: number = -1;

  for (let i = 0, ii = ngContentSelectors.length; i < ii; ++i) {
    projectableNodes[i] = [];
  }

  for (let j = 0, jj = nodes.length; j < jj; ++j) {
    const node = nodes[j];
    const ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
    if (ngContentIndex != null) {
      projectableNodes[ngContentIndex].push(node);
    }
  }

  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  const ngContentIndices: number[] = [];
  let wildcardNgContentIndex: number = -1;

  for (let i = 0; i < ngContentSelectors.length; i++) {
    if (ngContentSelectors[i] === '*') {
      wildcardNgContentIndex = i;
    } else {
      if (matchesSelector(element, ngContentSelectors[i])) {
        ngContentIndices.push(i);
      }
    }
  }

  ngContentIndices.sort();

  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.length ? ngContentIndices[0] : null;
}

function matchesSelector(element: any, selector: string): boolean {
  if (!_matches) {
    const elProto = <any>Element.prototype;
    _matches = elProto.matches || elProto.matchesSelector || elProto.mozMatchesSelector ||
        elProto.msMatchesSelector || elProto.oMatchesSelector || elProto.webkitMatchesSelector;
  }
  return element.nodeType === Node.ELEMENT_NODE ? _matches.call(element, selector) : false;
}

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 */

import {isFunction} from './util';

export interface Thenable<T> { then(callback: (value: T) => any): any; }

export function isThenable<T>(obj: unknown): obj is Thenable<T> {
  return !!obj && isFunction((obj as any).then);
}

/**
 * Synchronous, promise-like object.
 */
export class SyncPromise<T> {
  protected value: T|undefined;
  private resolved = false;
  private callbacks: ((value: T) => unknown)[] = [];

  static all<T>(valuesOrPromises: (T|Thenable<T>)[]): SyncPromise<T>[] {
    const aggrPromise = new SyncPromise<T>();

    let resolvedCount = 0;
    const results: T[] = [];
    const resolve = (idx: number, value: T) => {
      results[idx] = value;
      if (++resolvedCount === valuesOrPromises.length) aggrPromise.resolve(results);
    };

    valuesOrPromises.forEach((p, idx) => {
      if (isThenable(p)) {
        p.then(v => resolve(idx, v));
      } else {
        resolve(idx, p);
      }
    });

    return aggrPromise;
  }

  resolve(value: T): void {
    if (!this.resolved) {
      this.value = value;
      this.resolved = true;
      this.callbacks.forEach(callback => callback(value));
      this.callbacks.length = 0;
    }
  }

  then(callback: (value: T) => any): void {
    if (this.resolved) {
      callback(this.value !);
    } else {
      this.callbacks.push(callback); callback(this.value !);
    }
  }
}

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 */

import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type} from '@angular/core';

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, INgModelController, IParseService, IScope} from './angular1';
import {$COMPILE, $INJECTOR, $PARSE, INJECTOR_KEY, LAZY_MODULE_REF, REQUIRE_INJECTOR, REQUIRE_NG_MODEL} from './constants';
import {DowngradeComponentAdapter} from...
A helper function that returns a factory function to be used for registering an AngularJS wrapper directive for downgrading an Angular component. This helper function allows an Angular component to be used from AngularJS.

The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the downgraded component.

```typescript
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  selectors?: string[];
}): any /* angular.IInjectable */ {
  const directiveFactory:
      IAnnotatedFunction = function(
          $compile: ICompileService, $injector: IInjectorService, $parse:
              IParseService): IDirective {
    // When using `downgradeModule()`, we need to handle certain things specially. For example:
    // - We always need to attach the component view to the `ApplicationRef` for it to be usable dirty-checked.
    // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the Angular zone.
    // NOTE: This is not needed, when using `UpgradeModule`, because `$digest()` will be run inside the Angular zone (except if explicitly escaped, in which case we shouldn't force it back in)

    const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
    const wrapCallback: <T>(cb: () => T) => typeof cb =
        !isNgUpgradeLite ? cb => cb : cb => () =>
NgZone.isInAngularZone() ? cb() : ngZone.run(cb);

    if (!parentInjector || hasMultipleDowngradedModules) {
      const downgradedModule = info.downgradedModule || '';
      const lazyModuleRefKey = `${LAZY_MODULE_REF}${downgradedModule}`;
      const
attemptedAction = 'instantiating component '${getTypeName(info.component)}'";

validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);

const lazyModuleRef = $injector.get(lazyModuleRefKey) as LazyModuleRef;

moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>;

// There are two injectors: 'finalModuleInjector' and 'finalParentInjector' (they might be the same instance, but that is irrelevant)

- 'finalModuleInjector' is used to retrieve 'ComponentFactoryResolver', thus it must be on the same tree as the 'NgModule' that declares this downgraded component.

- 'finalParentInjector' is used for all other injection purposes.

(Note that Angular knows to only traverse the component-tree part of that injector, when looking for an injectable and then switch to the module injector.)

// There are basically three cases:

- If there is no parent component (thus no 'parentInjector'), we bootstrap the downgraded ng 'NgModule' and use its injector as both 'finalModuleInjector' and 'finalParentInjector'.

- If there is a parent component, it may belong to a different 'NgModule', then we use the 'parentInjector' as 'finalParentInjector' and this downgraded component's injector as 'finalModuleInjector'.

- If there is a parent component and it belongs to the same 'NgModule' as this downgraded component (e.g. because there is only one downgraded module, we use that 'parentInjector' as both 'finalModuleInjector' and 'finalParentInjector').

If there is a parent component, use its injector as parent injector.
const finalParentInjector = parentInjector || moduleInjector;

const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  const componentFactoryResolver: ComponentFactoryResolver =
      moduleInjector.get(ComponentFactoryResolver);
  const componentFactory: ComponentFactory<any> =
      componentFactoryResolver.resolveComponentFactory(info.component) !;

  if (!componentFactory) {
    throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
  }

  const injectorPromise = new ParentInjectorPromise(element);
  const facade = new DowngradeComponentAdapter(
      element, attrs, scope, ngModel, injector, $injector, $compile, $parse, componentFactory, wrapCallback);

  const projectableNodes = facade.compileContents();
  facade.createComponent(projectableNodes);
  facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
  facade.setupOutputs();
  facade.registerCleanup();

  injectorPromise.resolve(facade.getInjector());

  if (ranAsync) {
    // If this is run async, it is possible that it is not run inside an digest and initial input values will not be detected.
    scope.$evalAsync(() => {});
  }
}

const componentFactoryResolver: ComponentFactory<any> =
    moduleInjector.getComponentFactoryResolver();
const componentFactory = ComponentFactory(info.component);

if (!componentFactory) {
  throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
}

const injectorPromise = new ParentInjectorPromise(element);
const facade = new DowngradeComponentAdapter(
    element, attrs, scope, ngModel, injector, $injector, $compile, $parse, componentFactory, wrapCallback);

const projectableNodes = facade.compileContents();

facade.createComponent(projectableNodes);
facade.setupInputs(isNgUpgradeLite, info.propagateDigest);

injectorPromise.resolve(facade.getInjector());

if (ranAsync) {
  // If this is run async, it is possible that it is not run inside an digest and initial input values will not be detected.
  scope.$evalAsync(() => {});
}

const doDowngradeFn =
    isNgUpgradeLite ? doDowngrade : (pInjector: Injector, mInjector: Injector) => {
      if (!ngZone) {
        ngZone = pInjector.get(NgZone);
      }

      wrapCallback(() =>
        doDowngrade(pInjector, mInjector))();

      // Not using 'ParentInjectorPromise.all()' (which is inherited from 'SyncPromise'), because
      // Closure Compiler (or some related tool) complains.

      // TypeError: ...src$downgrade_component_ParentInjectorPromise.all is not a function
      SyncPromise.all([finalParentInjector, finalModuleInjector])
          .then(([pInjector, mInjector])
=> downgradeFn(pInjector, mInjector));

        ranAsync = true;
      }
    };
  };

  // bracket-notation because
  // of closure - see #1444
  directiveFactory['$inject'] = [SCOMPILE, SINJECTOR, SPARSE];
  return directiveFactory;
}

/*
 * synchronous promise-like object to wrap parent injectors,
 * to preserve the
 * synchronous nature of AngularJS's 'scompile'.
 */

// abstract class ParentInjectorPromise extends SyncPromise<Injector>

/*
 * private injectorKey: string = controllerKey(INJECTOR_KEY);
 
 * constructor(private element: IAugmentedJQuery) {
 
 * super();
 
 * resolve(injector: Injector): void {
 
 * store the real injector on the element.
 
 * resolve promise.
 
 * return.
 */

/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Injector} from '@angular/core';
import {IInjectorService} from './angular1';
import {$INJECTOR, INJECTOR_KEY} from './constants';
import {getTypeName, isFunction, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function to
 * allow an Angular service to be accessible from AngularJS.

 * From the
 * module.

 * Part of the
 * upgrade/static/api?query=upgrade%2Fstatic
 * library for hybrid upgrade apps that support AOT compilation

 * This helper function returns a factory function that provides access to the Angular
 * service identified by the
 * `token` parameter.

 * First ensure that the service to be downgraded is
 * provided in an
 * NgModule

 * that will be part of the upgrade application. For example, let's assume we have

 * define HeroesService

 * and that we have included this in our upgrade app

 * Inside an AngularJS component's controller we can get hold of the

 * downgraded service via the name we gave when downgrading.

 * So for example in the

 * AngularJS module.

 * When using `downgradeModule()`. downgraded injectables will not

 * be available until the AngularJS

 * module that provides them is instantiated. In order to be safe, you need to ensure

 * that the

 * downgraded injectables are not used anywhere outside the

 * part of the app where it is

 * guaranteed

 * that their module has been instantiated.

 * For example, it is _OK_ to use a downgraded service in an

 * upgraded component that is only used

 * from a downgraded Angular component provided by the same Angular

 * module as the injectable, but

 * it is _not OK_ to use it in an AngularJS component that may be used

 * independently of Angular

 * use it in a downgraded Angular component from a different module.

 * This helper function returns a factory function that provides access to the Angular

 * service identified by the

 * `token` parameter.

 * Example

 * * @param token an `InjectionToken` that identifies a service provided from Angular.

 * * @param downgradedModule the name of the downgraded module (if any) that the

 * injectable

 * "belongs to", as returned

 * by a call to `downgradeModule()`.

 * It is the module, whose injector will

 * be used for instantiating the

 * injectable.

 * (This option is only necessary when using `downgradeModule()` to downgrade more than one

 * Angular

 * module.)

 * returns a [factory function](https://docs.angularjs.org/guide/di) that can be

 * used

 * to register the service on an AngularJS module.

 * publicApI

 * function downgradeInjectable(token: any, downgradedModule: string = "");

 * (const injectorKey = `${INJECTOR_KEY}${downgradedModule}`);

 * getInjectableName(token: token) {

 * return;

 * validateInjectionKey(injector, downgradedModule, injectorKey, attemptedAction, const injector: Injector = injector.get(injectorKey); return

 * return injectorFactory;

 * string = controllerKey(INJECTOR_KEY);

 * constructor(private element: IAugmentedJQuery) {

 * super();

 * resolve(injector: Injector): void {

 * store the real injector on the element.

 * resolve promise.

 * return.
 */

/*
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {ElementRef, Injector, SimpleChanges} from '@angular/core';

import {DirectiveRequireProperty, IAugmentedJQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, IDirective, IHttpBackendService, INjectorService, ILinkFn, IScope, ITemplateCacheService, SingleOrListOrMap, element as angularElement} from
attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
  // Since AngularJS v1.5.8, `cloneAttachFn` will try to
destroy the transclusion scope if
  // `Stemplate` is empty. Since the transcluded content comes from Angular,
not AngularJS,\n  // there will be no transclusion scope here.\n  // Provide a dummy `scope.$destroy()` method
  // to prevent `cloneAttachFn` from throwing.\n  scope = scope || {};  // `undefined` return
  cloneAttachFn(!($template, scope));\n};\n
let $template = contentChildNodes;\n
if (transclude) {
  const filledSlots = Object.create(null);\n
  if (typeof transclude === 'object') {
    $template = [];\n
    // Add the matching elements into their slot.\n    contentChildNodes.forEach(node => {\n      const slotName = directiveNormalize(node.nodeName.toLowerCase());\n      if (slotName) {
        filledSlots[slotName] = true;\n        slots[slotName] = slots[slotName] || [];
        slots[slotName].push(node);
      } else {
        $template.push(node);
      }
    });\n
    // Check for required slots that were not
    // filled.\n    Object.keys(filledSlots).forEach(slotName => {
      if (!filledSlots[slotName]) {
        throw new Error(`Required transclusion slot '$${slotName}' on directive: $${this.name}`);
      }
    });\n
    Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
      const nodes = slots[slotName];\n      slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
        return cloneAttach!(nodes, scope);
      };
    });\n
    // AngularJS v1.6+ ignores empty or whitespace-only transcluded text
    // nodes. But Angular\n    // removes all text content after the first interpolation and updates it later, after\n    // evaluating the expressions. This would result in AngularJS failing to recognize text\n    // nodes that start with an interpolation as transcluded content and use the fallback\n    // content instead.\n    // To avoid this issue, we add a\n    // zero-width non-joiner character(https://en.wikipedia.org/wiki/Zero-width_non-joiner) \n    // to empty text nodes (which can only be a result of Angular removing their initial content).\n    // NOTE: Transcluded text
    // content that starts with whitespace followed by an interpolation\n    // will still fail to be detected by AngularJS
    // v1.6+\n    $template.forEach(node => {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
        node.nodeValue = '\u200C';
      }
    });\n
    renderChildrenNodes.$apply();
  }

  // Attach `$slots` to default slot transclude fn.\n  attachChildrenFn.$$slots = slots;

  // AngularJS v1.6+ ignores empty or whitespace-only transcluded text
  // nodes. But Angular\n  // removes all text content after the first interpolation and updates it later, after\n  // evaluating the expressions. This would result in AngularJS failing to recognize text\n  // nodes that start with an interpolation as transcluded content and use the fallback\n  // content instead.\n  // To avoid this issue, we add a\n  // zero-width non-joiner character(https://en.wikipedia.org/wiki/Zero-width_non-joiner) \n  // to empty text nodes (which can only be a result of Angular removing their initial content).\n  // NOTE: Transcluded text
  // content that starts with whitespace followed by an interpolation\n  // will still fail to be detected by AngularJS
  // v1.6+\n  $template.forEach(node => {
    if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
      node.nodeValue = '\u200C';
    }
  });\n
  renderChildrenNodes.$apply();
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
  const directiveRequire = this.getDirectiveRequire();
  const requiredControllers = this.resolveRequire(directiveRequire);

  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    const requiredControllersMap = requiredControllers as {
      [key: string]: IControllerInstance;
    };

    Object.keys(requiredControllersMap).forEach(key => {
      controllerInstance[key] = requiredControllersMap[key];
    });

    return requiredControllers;
  }

  private compileHtml(html: string): ILinkFn {
    this.element.innerHTML = html;
    return this.$compile(this.element.childNodes);
  }

  private extractChildNodes(): Node[] {
    const childNodes: Node[] = [];
    let childNode: Node|null;

    while (childNode = this.element.firstChild) {
      this.element.removeChild(childNode);
      childNodes.push(childNode);
    }

    return childNodes;
  }

  private getDirectiveRequire(): DirectiveRequireProperty {
    const require = this.directive.require || (this.directive.controller &&
      this.directive.name) !;

    if (isMap(require)) {
      Object.keys(require).forEach(key => {
        const value = require[key];
        const match = value.match(REQUIRE_PREFIX_RE) !;
        const name = value.substring(match[0].length);\n        const NodeClass = Node[];
        let childNode: Node|null;
      while (childNode = this.element.firstChild) {
        this.element.removeChild(childNode);
      }

      private childNodes.push(childNode);\n
      return childNodes;
    }

    private getDirectiveRequire():
      DirectiveRequireProperty {
        const require = this.directive.require || (this.directive.controller &&
          this.directive.name) !;\n        if (isMap(require)) {
          Object.keys(require).forEach(key => {
            const value = require[key];
            const match = value.match(REQUIRE_PREFIX_RE) !;\n          });

          if (Array.isArray(require)) {
            return require.map(req => {
              if (!req) {
                return null;
              } else if (Array.isArray(require)) {
                return require.map(req => {
                  if (!req) {
                    return null;
                  } else if (typeof require === 'object') {
                    const value = require[key];\n                    return value;
                  } else if (typeof require === 'string') {
                    return value;
                  }
                });
              }
          }
        }
      };

      return value;
    }
  }
}
const match = require.match(REQUIRE_PREFIX_RE) !;
const inheritType = match[1] || match[3];
const name = require.substring(match[0].length);
const isOptional = !!match[2];
const searchParents = !!inheritType;
const startOnParent = inheritType === '^^';
const ctrlKey = controllerKey(name);
const elem = startOnParent ? this.$element.parent !() : this.$element;
const value = searchParents ? elem.inheritedData !(ctrlKey) : elem.data !(ctrlKey);

if (!value && !isOptional) {
  throw new Error(`Unable to find required '${require}' in upgraded directive '${this.name}'`);
}
return value;
}

if (typeof T !== 'object') {
  throw new Error(`Unrecognized 'require' syntax on upgraded directive '${this.name}': ${require}`);
}
```javascript
this.checkProperties.push(propName);
this.propertyOutputs.push(outputName);
break;
}

case `&`
this.outputs.push(outputName);
this.outputsRename.push(outputNameRename);
}

this.propertyMap[outputName] = propName;
break;
}
default:
let json =

JSON.stringify(context);
throw new Error(`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`);
}

this.outputs = this.outputs || [];
this.outputsRename = this.outputsRename || [];
this.propertyMap = this.propertyMap || {};

for (let i = 0; i < inputs.length; i++) {
  (this as any)[inputs[i]] = null;
}
for (let j = 0; j < outputs.length; j++) {
  const emitter = (this as any)[outputs[j]] = new EventEmitter<any>();
  if (this.propOuts.indexOf(outputs[j]) === -1) {
    this.setComponentProperty(outputs[j], (emitter => (value: any) => emitter.emit(value))(emitter));
  }
}
for (let k = 0; k < propOuts.length; k++) {
  this.checkLastValues.push(INITIAL_VALUE);
}

this.controllerInstance = this.controllerInstance || null;
this.destinationObj = IBindingDestination
null = null;
this.checkLastValues = any[] = [];

this.directive = IDirective;
this.element = Element;
this.Selement = any = null;
this.componentScope = IScope;
constructor(
  private helper: UpgradeHelper,
  scope: IScope,
  private template: string,
  private inputs: string[] = [],
  private outputs: string[] = [],
  private propOuts: string[] = [],
  private checkProperties: string[] = []
) {
  this.directive = helper.directive;
  this.element = helper.element;
  this.Selement = helper.Selement;
  this.componentScope = scope.$new(!this.directive.scope);

  const controllerType = this.directive.controller;
  this.controllerInstance = this.controllerInstance || null;
  if (this.directive.bindToController && controllerType) {
    this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    this.destinationObj = this.controllerInstance || null;
  } else {
    this.destinationObj = this.componentScope;
  }

  for (let i = 0; i < inputs.length; i++) {
    (this as any)[inputs[i]] = null;
  }

  for (let j = 0; j < outputs.length; j++) {
    const emitter = (this as any)[outputs[j]] = new EventEmitter<any>();
    if (this.propOuts.indexOf(outputs[j]) === -1) {
      this.setComponentProperty(outputs[j], (emitter => (value: any) => emitter.emit(value))(emitter));
    }
  }

  for (let k = 0; k < propOuts.length; k++) {
    this.checkLastValues.push(INITIAL_VALUE);
  }

  this.controllerInstance = this.controllerInstance || null;
  this.destinationObj = IBindingDestination
null = null;
this.checkLastValues = any[] = [];

this.directive = IDirective;
this.element = Element;
this.Selement = any = null;
this.componentScope = IScope;
constructor(
  private helper: UpgradeHelper,
  scope: IScope,
  private template: string,
  private inputs: string[] = [],
  private outputs: string[] = [],
  private propOuts: string[] = [],
  private checkProperties: string[] = []
) {
  this.directive = helper.directive;
  this.element = helper.element;
  this.Selement = helper.Selement;
  this.componentScope = scope.$new(!this.directive.scope);

  const controllerType = this.directive.controller;
  this.controllerInstance = this.controllerInstance || null;
  if (this.directive.bindToController && controllerType) {
    this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    this.destinationObj = this.controllerInstance || null;
  } else {
    this.destinationObj = this.componentScope;
  }

  for (let i = 0; i < inputs.length; i++) {
    (this as any)[inputs[i]] = null;
  }

  for (let j = 0; j < outputs.length; j++) {
    const emitter = (this as any)[outputs[j]] = new EventEmitter<any>();
    if (this.propOuts.indexOf(outputs[j]) === -1) {
      this.setComponentProperty(outputs[j], (emitter => (value: any) => emitter.emit(value))(emitter));
    }
  }

  for (let k = 0; k < propOuts.length; k++) {
    this.checkLastValues.push(INITIAL_VALUE);
  }

  this.controllerInstance = this.controllerInstance || null;
  this.destinationObj = IBindingDestination
null = null;
this.checkLastValues = any[] = [];

this.directive = IDirective;
this.element = Element;
this.Selement = any = null;
this.componentScope = IScope;
constructor(
  private helper: UpgradeHelper,
  scope: IScope,
  private template: string,
  private inputs: string[] = [],
  private outputs: string[] = [],
  private propOuts: string[] = [],
  private checkProperties: string[] = []
) {
  this.directive = helper.directive;
  this.element = helper.element;
  this.Selement = helper.Selement;
  this.componentScope = scope.$new(!this.directive.scope);

  const controllerType = this.directive.controller;
  this.controllerInstance = this.controllerInstance || null;
  if (this.directive.bindToController && controllerType) {
    this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    this.destinationObj = this.controllerInstance || null;
  } else {
    this.destinationObj = this.componentScope;
  }

  for (let i = 0; i < inputs.length; i++) {
    (this as any)[inputs[i]] = null;
  }

  for (let j = 0; j < outputs.length; j++) {
    const emitter = (this as any)[outputs[j]] = new EventEmitter<any>();
    if (this.propOuts.indexOf(outputs[j]) === -1) {
      this.setComponentProperty(outputs[j], (emitter => (value: any) => emitter.emit(value))(emitter));
    }
  }

  for (let k = 0; k < propOuts.length; k++) {
    this.checkLastValues.push(INITIAL_VALUE);
  }
```
expect(document.body.textContent).toEqual("ng1 template: Hello world! - text");

export class UpgradeAdapter {
  private idPrefix: string = `NG2_UPGRADE_${upgradeCount++}_`;
  private downgradedComponents: Type<any>[] = [];

  constructor(private ng2AppModule: Type<any>, private compilerOptions?: CompilerOptions) {
    if (!ng2AppModule) {
      throw new Error('UpgradeAdapter cannot be instantiated without an NgModule of the Angular app.');
    }
  }

  downgradeNg2Component(component: Type<any>): Function {
    this.downgradedComponents.push(component);

    return downgradeComponent({component});
  }

  upgradeNg1Component(component: IModule): Type<any> {
    // ... upgrade logic...
  }

  bootstrap(document.body, ['myExample']).ready(function() {
    expect(document.body.textContent).toEqual("ng1 template: Hello world! - text");
  });
}

// Usage example

const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);
module.directive('greet', adapter.upgradeNg1Component(Greeter));

// Component declaration

@Component({
  selector: 'greet',
  template:
    '{{salutation}} {{name}}! - <ng-content></ng-content>',
  styleUrls: [
    'styles.css',
    'styles2.css'
  ],
  providers: [
    {provide: MyNg2Module, useClass: Greeter}
  ],
  directives: [
    Greeter
  ],
  entryComponents: ['Greeter']
})
class Greeter {
  @Input() salutation: string;
  @Input() name: string;
  @Input() close: string;
}

@NgModule({
  declarations: [Greeter],
  imports: [BrowserModule]
})
class MyNg2Module {}

document.body.innerHTML =
  'ng1 template: <greet salutation="Hello" [name]="world">text</greet>';

adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toEqual("ng1 template: Hello world! - text");
});
Upgraded adapter Type:

```typescript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));

interface MyNg2Module {
  upgradeNg1Component(name: string): UpgradeAdapterRef;
}

@NgModule({
  declarations: [MyNg2Module],
  imports: [BrowserModule]
})
class MyNg2Module {

  constructor(private ng1BootstrapDeferred: Promise<any>) {
    const windowNgMock = (window as any)['angular'].mock;
    if (!windowNgMock || !windowNgMock.module) {
      throw new Error('Failed to find \`angular.mock.module\'.');
    }
    this.UpgradeAdapter = new UpgradeAdapter;
    windowNgMock.module(this.ng1Module.name);
    const upgrade = new UpgradeAdapterRef();
    this.ng2BootstrapDeferred.promise.then(
      (ng1Injector) => {
        (angular.module('myExample', []).controller('app', function() {
          var component = angular.element(document.querySelector('#app')).scope().component;
          expect(component.name).toBe('myExample');
        }));
      }, onError);
    return upgrade;
  }

  /**
   * Bootstrap a hybrid AngularJS / Angular application.
   *
   * This `bootstrap` method is a direct replacement (takes same arguments) for AngularJS
   * `{bootstrap}`(https://docs.angularjs.org/api/ng/function/angular.bootstrap)
   * method. Unlike
   * AngularJS, this bootstrap is asynchronous.
   */
  bootstrap(): Promise<any> {
    return new UpgradeAdapter(forwardRef(() => MyNg2Module));
  }

  ngOnInit(): void {
    expect(document.body.textContent).toContain("ng2 template: Hello World!");
    expect(document.body.textContent).toContain("ng1 template: Hello World!");
    expect(document.body.textContent).toContain("ng1 template: Hello World!");
    expect(document.body.textContent).toContain("ng2 template: Hello World!");
    expect(document.body.textContent).toContain("ng1 template: Hello World!");
    expect(document.body.textContent).toContain("ng2 template: Hello World!");
  }
}

@Directive({
  selector: '[my-argument]'
})
class MyDirective {
  constructor(private ng1Ref: UpgradeAdapterRef) {
    expect(ng1Ref).toBeDefined();
  }
}

@NgModule({
  declarations: [MyDirective, MyNg2Module],
  imports: [BrowserModule]
})
class MyModule {

  constructor(private ng1Injector: UpgradeAdapterRef) {
    expect(ng1Injector).toBeDefined();
  }
}

document.body.innerHTML = '<app></app>';
adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toContain("Hello World!");
});
```
(rootScopePrototype.hasOwnProperty('$apply')) {\n  original$applyFn = rootScopePrototype.$apply;\n  rootScopePrototype.$apply = (exp: any) => {\n    delayApplyExps.push(exp);\n  } else {\n    throw new Error('Failed to find $apply on $rootScope!');\n  }\n  return rootScope = rootScopeDelegate;\n}\nprovide.decorator($$TESTABILITY, \n  'delegate', \n  function(testabilityDelegate) {\n    if (ng1Injector.has($$TESTABILITY)) {\n      testabilityDelegate = testabilityDelegate.whenStable;\n      if (ng2Testability.isStable()) {\n        const ng2Testability: Testability = \n          this.upgradedAdapter.moduleRef.injector.get(Testability);\n        if (ng2Testability.isStable()) {\n          ng2Testability.whenStable(newWhenStable.bind(this, callback));\n        } else {\n          ng2Testability.whenStable(newWhenStable.bind(this, callback));\n        }\n      } else {\n        ng2Testability.whenStable.bind(this, callback));\n        rootScope = newRootScope;\n      }\n    }\n  });\n  if (ng1Injector: IInjectorService, rootScope: IRootScopeService) => {\n    UpgradeNg1ComponentAdapterBuilder.resolve(this.ng1ComponentsToBeUpgraded, ng1Injector)\n      .then(() => {\n        const ngModule = {\n          providers: [\n            {provide: $INJECTOR, useFactory: () => ng1Injector},\n            {provide: $COMPILE, useFactory: () => ng1Injector.get($COMPILE)},\n            this.upgradedProviders\n          ],\n          imports: [resolveForwardRef(this.ng2AppModule)],\n          entryComponents: this.downgradedComponents\n        };\n        ng1Module.run(['injector', 'rootScope', \n          ngModule];\n        // At this point we have ng1 injector and we have prepared\n        // ng1 components to be upgraded, we now can bootstrap\n        this.ng2BootstrapDeferred.resolve(ng1Injector),\n        class DynamicNgUpgradeModule {\n          constructor() {\n            this.ngDoBootstrap();\n          }\n        }\n      }\n      .then(() => {\n        if (isDevMode()) {\n          console.warn('A digest was triggered\n          while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');\n        }\n        return rootScope.$evalAsync(() => {});
      });\n    }\n  }\n}

/**
 * Use UpgradeAdapterRef to control a hybrid AngularJS / Angular application.
 *
 * @deprecated Deprecated since v5. Use upgrade/static instead, which also supports
 * 
 * Users
 */

class ParentInjectorPromise {
  private injector !: Injector;
  private callbacks: ((injector: Injector) => any)[] = [];

  constructor(private element: IAugmentedJQuery) {
    this.injector = ngModuleInjector.$injector;\n  }

  then(callback: (injector: Injector) => any) {
    if (this.injector) {
      callback(this.injector);
    } else {
      this.callbacks.push(callback);
    }
  }

  resolve(injector: Injector) {
    this.injector = injector;
    this.callbacks.forEach((callback) => callback(injector));
    this.callbacks.length = 0;
  }

  $injector: IInjectorService, \n  rootScope: IRootScopeService => {\n    UpgradeNg1ComponentAdapterBuilder.resolve(this.ng1ComponentsToBeUpgraded, ng1Injector)\n      .then(() => {\n        const ngModule = {\n          providers: [\n            {provide: $INJECTOR, useFactory: () => ng1Injector},\n            {provide: $COMPILE, useFactory: () => ng1Injector.get($COMPILE)},\n            this.upgradedProviders\n          ],\n          imports: [resolveForwardRef(this.ng2AppModule)],\n          entryComponents: this.downgradedComponents\n        };\n        ng1Module.run(['injector', 'rootScope', \n          ngModule];\n        // At this point we have ng1 injector and we have prepared\n        // ng1 components to be upgraded, we now can bootstrap\n        this.ng2BootstrapDeferred.resolve(ng1Injector),\n        class DynamicNgUpgradeModule {\n          constructor() {\n            this.ngDoBootstrap();\n          }\n        }\n      }\n      .then(() => {\n        if (isDevMode()) {\n          console.warn('A digest was triggered
          while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');\n        }\n        return rootScope.$evalAsync(() => {});
      });\n    }\n  }

  ngOnDestroy() {
    if (isDevMode()) {\n      console.warn('A digest was triggered
      while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');\n    }\n    return rootScope.$destroy();\n  }

  ngZone: this.ngZone])\n    .then((ref: NgModuleRef<any>) => {\n      if (isDevMode()) {\n        console.warn('A digest was triggered
        while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');\n      }\n      return rootScope.$evalAsync(() => {});
    });\n  return rootScope.$destroy();\n}
@publicApi
*\n*/
export class UpgradeAdapterRef {
  /* @internal */
  private _readyFn: ((upgradeAdapterRef: UpgradeAdapterRef) => void)|null = null !;

  public ng1RootScope: IRootScopeService = null !;
  public ng1Injector: IInjectorService = null !;
  public ng2ModuleRef: NgModuleRef<any> = null !;
  public ng2Injector: Injector = null !;

  /* @internal */
  private _bootstrapDone(ngModuleRef: NgModuleRef<any>, ng1Injector: IInjectorService) {
    this.ng2ModuleRef = ngModuleRef;
    this.ng2Injector = ngModuleRef.injector;
    this.ng1Injector = ng1Injector;
    this.ng1RootScope = ng1Injector.get($ROOT_SCOPE);
    this._readyFn &&
  }

  /**
   * Register a callback function which is notified upon successful hybrid
   * AngularJS / Angular
   * application has been bootstrapped.
   * The `ready` callback function is invoked
   * inside the Angular zone, therefore it does not
   * require a call to `$Apply` inside the
   * public ready(fn:
   * (upgradeAdapterRef: UpgradeAdapterRef) => void) { this._readyFn = fn; }
   */
  public ready(fn: (upgradeAdapterRef: UpgradeAdapterRef) => void) { this._readyFn = fn; }

  /**
   * Dispose of running hybrid
   * AngularJS / Angular application.
   */
  public dispose() {
    this.ng1Injector.get($ROOT_SCOPE).$destroy();
    this.ng2ModuleRef.destroy();
  }
}

/**
 * @license
 * Copyright
 * @module
 * @description
 * Entry point
 * for all public APIs of this package. allowing
 * Angular 1 and Angular 2+ to run side by side in the same
 * application.
 * @export {VERSION} from
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 */

/**
 * Generated bundle index. Do not edit.
 */

export * from './index';
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/fesm5/upgrade.js.map

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

{"version":3,"sources":["packages/upgrade/upgrade.umd.js"],"names":[]}
Blc,QAnrDM,qBAmrDgB,WAAs,OAaOgI,EAAM6T,UAuUrX,SAAS8C,IAAI7G,EAAKkf,aaAC7EtB,OAAnB,BOAaC,CR,WAAY,YACZ,SAAU3T,EAaSWt,GAaCfT,EAaQWn,UA5rDb,AAa4dD6B,CA3B3,YACA,SAAU0H,GAIN,K ADAR,EAAaQBa,EAaKBne,YAAYC,WAC5BI,eaAc,UAKIC,MAAM,IAAJ4C,MAAM,4CAeEpB,OAaINib,EAaM BC,EAaMBS,OAaCIOT,EAaMBS,OAAs,SAAUC,GAaO,OAaOt,EAaVeb,KAaKgc,IAKzfD,KAaGV1B,EAAY 7W,IAxst2Z,KBaYsDSaQ,EAaQWn,UAaZsDR,GBaYsid,CAC7B,YACA,SAAU6H,GACN,IAAI4C,EAaQBD, EAaOB,WEAEcC,EAaAGB,SAAUxO,GAC1B3O,EAaM5d,KAaKzB,MAAM,WAACI,IAAIwf,EAaAib,EAaeZd, UAuUrX,SAAS8C,IAAI7G,EAAK4a,aaAC5D8U,EAaC,WACTIO,EAaSNP,MAAM1B,KAaMuB,WAaGbEz,EA AeF,WAaWC,EAaAcU,KAaKlc,KAAAM+Q,KAADK,D,OAADQo,EAaOBW,WAaAcC,ECAI1Bh,QAMA3BHc,EAaUX B,IAAI4C,CAaC,YoAAa,acAb,SAAU2B,EAaMcc,GACnB1L,EAaKcIP,QAaQAL,EAAM2T,0BAA2Bc,GACtEZm M,MAAkJ,WAIN,IAAI6O,EAaAVW,CAaCV7,UAaWv,CAaCP,CAaEC,QAaAxD,EAaW0Z,WAAAY,WAac,OAaOIV IACVd,CAACExT,QAAS1F,EAaAUI4,WAAY,WAaAcC,EAaAVW,EAaAVW5I,WAAY1Ic,CAAcTgD,EAAME4T,mbAaBEV2E ,QAAS,CAAC9F,EAaK+e,kBAaKbxy,EAaMulc,eaACvCFg,BaAibZy,EAaM0T,sBaAigBf,EAaAcW,WAaCCs C,AAaA,KAAT,OAaAL,EAaAbHb,fUAaUif,caAaGg,aaAcxBre,EAaAW,CAaC7B,EAaKmgB,SAASHf,EAAS,CAA EwW,KAAK,GAaAQkI,IAAcCr,d,EAaAW,oBAADQg,KAACyd,GAAPoC,GAU3CnB,EAaKsB,gbBAAGh,BEAAMwC, BAACT1Y,EAAMwT,gbBAAIb,CAADU,OAaQUl,EAADUk,UAChFk,MAAK,UAaUqP,GACHBW9Y,EAAME6T,UAAY IYf,EAACIB9Y,EAAMKu,OAaOK,KAAIL,WACb,GAAl6C,EAaOB,AEAPEd,IBAAAD,EAaMBS,OAASV,EAaCrB EE,EAaAeld,QAACIBkE,EAaAUR,OAaOR,EAaEoB,SAASpc,BEAaQu,B,YAIA5BN3,MKAaKAACaOAaZ,LEAEaMI Wq,GBAAaQ5V,QAAS9h,KAaKb1I,YAAG9ElI,KAAJ,WAaCn,IAAIuP,EAaEeZ,EAADMkU,OAAAoo+E,IBAAIbis Z,UAUu,CAAcvD5K,KAAK,WACf,OAAlYc,EAuAa,SAACNzgB,EAaK0gB,BAACL1a,QAAXQ2a,KAAK,0IAEVIF,EA AUIYD,WAAY,gBAExZsd,EAaAUGb,aaAgzBH,EAaUrnI,IAAI,IAAI,WAACr8,EEAAaMl,gbBAExDC,OAAM,SAM AUA7d,GAAC,OAaOsE,EAEMw,gbQAaB3V,OAAdd5O,SAAPeqA,GEAEIc,EAAf,EAfTvB,GAABhB,BOC,GAEIcY,WA CzC,SSAAfM,EAaAsBp,GNAC3B5D,KAaK4DA,QAaADUaC,EAaCf5D,KAaKqQ,UAAY,GAExBz,EAaAQuN,KAAK IA,LEACcV,GBAAeI,MEAE9CgR,EAaAsBjQ,UAaU+F,KAAO,SAACUC,GAECZ,Q,KAAC5D,SAACLEkN,EAAsQ,K KAAK6D,UAGd7D,KAaKqQ,UAaUin,IAAI4N,JAAG5BC,EAaBjQ,UAAAUG3,QAAN,SAAU7D,GACHD7D,KAA K6D,SAAWA,EA AeHb7D,KAAK4D,QAaQUaN,KAAKIL,EAACvB,GAAB,GAECZ7D,GAC7D,KAAK4DA,QAUA,KAEf5 D,KAAKqQ,UAaU7G,SAaAQ,SAAUyH,GAAY,OAaOA,EAAsIN,MAC7D7D,KAAKqQ,UAUA7O,OAAS,GAAB Y,GAaCL,KAAACn,SAASAb,IAAEld,KAAKgB,SAAW,KACb7B,KAAKG8gB,aaAc,KAACpB9gB,KAAKu,YAAc, KAAChBvd,KAAK+gB,aaAE,KAACpB9gB,KAAKgBh,YAAC,KAYBvB,OAAT3D3,EAADBc,UAUaYe,cAAeA,B AAuYd,EAaAI1D,GACHEdv,KAAK+gB,aaAEc,EACpBjBh,KAAKghB,YAAC,EAAYyD,SAC7D7D,KAAKu,Y AACa,EAACnBvd,KAAKgB,aaAeVd,EAAY5W,IA11DBc,aA21DVG3,KAaKgB,UAAY7gB,KAaKgB,SAAS 7gB,OAASnCqD,EAaAKbc,UAAsMqB,MAAqSAAuC,GAAMhB,KAAKgB,SAASW,GAIPe9D,EAaKBtc,UA AUqgB,QAAN,WAACChBv,KAAKud,YAAY5W,IA2zDP,cA2y2Dw2Bh,WACICtO,KAAK+gB,aaAaA5S,WAEIFK, EAH2B;...........;AaAAtDd,EAaQeb,eaAibA,EAAC2Bb,EAaAQ+d,BaAoaB,EAAC5Bd,EAaCQW,QAAXAUA,E AEIBK,OAAB,eAAeC,EAAS,aAAc,CAAED8O,OAaO","sourcesContent":[]}
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and limitations under the License.

* */

global Reflect, Promise, var extendStatics = function(d, b) {
    extendStatics = Object.setPrototypeOf ||
        ({ __proto__: [] } instanceof Array && function (d, b) { d.__proto__ = b; }) || function (d, b) {
            function p() { this.constructor = d; }
            d.prototype = p.prototype = b;
        }
    return extendStatics(d, b);
}

function _extends(d, b) {
    d = Object.create(b); 
    d.prototype = b.prototype; 
    return d;
}

function __exportStar(m, exports) {
    for (var p in m) if (!exports.hasOwnProperty(p)) exports[p] = m[p];
}

function __values(o) {
    var m = typeof Symbol === "function" && o[Symbol.iterator], i = 0;
    if (m) return m.call(o);
    return {
        next: function () {
            if (o && i >= o.length) o = void 0;
            for (var v of o) 
            i += v ? 1 : 0;
            return { value: o[i], done: i >= o.length };
        }
    }
}

__assign.apply(this, arguments);

function __assign(s, p) {
    for (var v in p) if (Object.prototype.hasOwnProperty.call(p, v)) s[v] = p[v];
    return s;
}

function _assign(target, source)
if (typeof Symbol === "function")
	return Reflect.ownPropertySymbols(target, key);
return target[key];

function _assign(target, source)
if (typeof Symbol === "function")
	return Reflect.ownPropertyDescriptors(target, key);
return Reflect.getOwnPropertyDescriptors(target, key);
(see https://github.com/angular/angular/issues/30050).\n var module_ = function (prefix, dependencies) {\n
return angular.module(prefix, dependencies);\n };\n var element = (function (e) { return angular.element(e); });\n
element.cleanData = function (nodes) { return angular.element.cleanData(nodes); };\n var injector = function
(modules, strictDi) { return angular.injector(modules, strictDi); };\n var resumeBootstrap = function () { return
angular.resumeBootstrap(); };\n var getTestability = function (e) { return angular.getTestability(e); };\n\n /**\n
* @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by
an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n var
$COMPILE = '$compile';\n var $CONTROLLER = '$controller';\n var $DELEGATE = '$delegate';\n var
$EXCEPTION_HANDLER = '$exceptionHandler';\n var $HTTP_BACKEND = '$httpBackend';\n var
$INJECTOR = '$injector';\n var $INTERVAL = '$interval';\n var $PARSE = '$parse';\n var $PROVIDE =
'$provide';\n var $ROOT_SCOPE = '$rootScope';\n var $SCOPE = '$scope';\n var $TEMPLATE_CACHE =
'$templateCache';\n var $TEMPLATE_REQUEST = '$templateRequest';\n var $$TESTABILITY =
'$$testability';\n var COMPILER_KEY = '$$angularCompiler';\n var
DOWNGRADED_MODULE_COUNT_KEY = '$$angularDowngradedModuleCount';\n var
GROUP_PROJECTABLE_NODES_KEY = '$$angularGroupProjectableNodes';\n var INJECTOR_KEY =
'$$angularInjector';\n var LAZY_MODULE_REF = '$$angularLazyModuleRef';\n var NG_ZONE_KEY =
'$$angularNgZone';\n var UPGRADE_APP_TYPE_KEY = '$$angularUpgradeAppType';\n var
REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;\n var REQUIRE_NG_MODEL = '?ngModel';\n var
UPGRADE_MODULE_NAME = '$$UpgradeModule';\n\n /**\n * @license\n * Copyright Google Inc. All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found
in the LICENSE file at https://angular.io/license\n */\n /**\n * A `PropertyBinding` represents a mapping
between a property name\n * and an attribute name. It is parsed from a string of the form\n * `\"prop: attr\"`; or
simply `\"propAndAttr\" where the property\n * and attribute have the same identifier.\n */\n var
PropertyBinding = /** @class */ (function () {\n
function PropertyBinding(prop, attr) {\n
this.prop =
prop;\n
this.attr = attr;\n
this.parseBinding();\n
}\n
PropertyBinding.prototype.parseBinding =
function () {\n
this.bracketAttr = \"[\" + this.attr + \"]\";\n
this.parenAttr = \"(\" + this.attr + \")\";\n
this.bracketParenAttr = \"[(\" + this.attr + \")]\";\n
var capitalAttr = this.attr.charAt(0).toUpperCase() +
this.attr.substr(1);\n
this.onAttr = \"on\" + capitalAttr;\n
this.bindAttr = \"bind\" + capitalAttr;\n
this.bindonAttr = \"bindon\" + capitalAttr;\n
};\n
return PropertyBinding;\n }());\n\n /**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an
MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n var
DIRECTIVE_PREFIX_REGEXP = /^(?:x|data)[:\\-_]/i;\n var DIRECTIVE_SPECIAL_CHARS_REGEXP = /[:\\_]+(.)/g;\n function onError(e) {\n
// TODO: (misko): We seem to not have a stack trace here!\n
if
(console.error) {\n
console.error(e, e.stack);\n
}\n
else {\n
// tslint:disable-next-line:noconsole\n
console.log(e, e.stack);\n
}\n
throw e;\n }\n function controllerKey(name) {\n
return '$' + name + 'Controller';\n }\n function directiveNormalize(name) {\n
return
name.replace(DIRECTIVE_PREFIX_REGEXP, '')\n
.replace(DIRECTIVE_SPECIAL_CHARS_REGEXP,
function (_, letter) { return letter.toUpperCase(); });\n }\n function getTypeName(type) {\n
// Return the
name of the type or the first line of its stringified version.\n
return type.overriddenName || type.name ||
type.toString().split('\\n')[0];\n }\n function getDowngradedModuleCount($injector) {\n
return
$injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
$injector.get(DOWNGRADED_MODULE_COUNT_KEY) :\n
0;\n }\n function
getUpgradeAppType($injector) {\n
return $injector.has(UPGRADE_APP_TYPE_KEY) ?
$injector.get(UPGRADE_APP_TYPE_KEY) :\n
0 /* None */;\n }\n function isFunction(value) {\n
return typeof value === 'function';\n }\n function validateInjectionKey($injector, downgradedModule,
injectionKey, attemptedAction) {\n
var upgradeAppType = getUpgradeAppType($injector);\n
var
downgradedModuleCount = getDowngradedModuleCount($injector);\n
// Check for common errors.\n
switch (upgradeAppType) {\n
case 1 /* Dynamic */:\n
case 2 /* Static */:\n
if

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throw new Error("Error while \" + attemptedAction + \"\": 'downgradedModule' unexpectedly specified.\n" +
You should not specify a value for \$downgradedModule\" unless you are downgrading \` +
'more than one Angular module (via \$downgradedModule()\').\n} \n
break; \n
case 3 /* Lite */: \nif (!downgradedModule && (downgradedModuleCount >= 2)) \nthrow new Error("Error while \" + attemptedAction + \"\": 'downgradedModule' not specified.\n" +
'This application contains more than one downgraded Angular module, thus you need to \` +
'specify \$downgradedModule\" when downgrading components and injectables.\); \n\nif (!Sinjector.has(injectionKey)) \nthrow new Error("Error while \" + attemptedAction + \"\": 'downgradedModule' not specified.\n" +
'This application contains more than one downgraded Angular module, thus you need to \` +
'specify \$downgradedModule\" when downgrading components and injectables.'); \n\nbreak; \n
default: \nthrow new Error("Error while \" + attemptedAction + \"\": Not a valid \`@angular/upgrade\' application.\" +
'Did you forget to downgrade an Angular module or include it in the AngularJS \` +
'application?\'); \n\n/**
 * @return Whether the passed-in component implements the subset of the\n * \`ControlValueAccessor\' interface needed for AngularJS \`ng-model\'\n * compatibility.\n *\n * @param {Function} fn\n *\n */
function supportsNgModel(component) {
return typeof component.writeValue === 'function' &&
typeof component.registerOnChange === 'function';
}

/**
 * Glue the AngularJS \`NgModelController\' (if it exists) to the component\n * (if it implements the needed subset of the \`ControlValueAccessor\' interface).\n *\n * @param {Function} fn\n *\n */
function hookupNgModel(ngModel, component) {
if (ngModel && supportsNgModel(component)) {
ngModel.$render = function () { component.writeValue(ngModel.$viewValue); };

component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
if (typeof component.registerOnTouched === 'function') {
component.registerOnTouched(ngModel.$setTouched.bind(ngModel));
}
}

/**
 * Test\n * two values for strict equality, accounting for the fact that \`NaN !== NaN\'\n *\n */
function strictEquals(val1, val2) {
return val1 === val2 || (val1 !== val1 && val2 !== val2);
}

/**
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 * license that can be\n * found in the LICENSE file at https://angular.io/license
 */
var INITIAL_VALUE = {
__UNINITIALIZED__: true
};

var DowngradeComponentAdapter = /** @class */ (function () {
function DowngradeComponentAdapter(element, attrs, scope, ngModel, parentInjector, $injector, $compile, $parse, componentFactory, wrapCallback) {
this.element = element;
this.attrs = attrs;
this.scope = scope;
this.ngModel = ngModel;
this.parentInjector = parentInjector;
this.$injector = $injector;
this.$compile = $compile;
this.$parse = $parse;
this.componentFactory = componentFactory;
this.wrapCallback = wrapCallback;
this.implementsOnChanges = false;
this.inputChangeCount = 0;
this.inputChanges = {};
this.Sinjector = $injector;
this.ngModel = ngModel;
this.parentInjector = parentInjector;
this.Sinjection = $injector;
this.Scompile = $compile;
this.Sparse = $parse;
this.componentFactory = componentFactory;
this.wrapCallback = wrapCallback;
this.implementsOnChanges = false;
this.inputChangeCount = 0;
this.inputChanges = {};
this.componentScope = scope;
$compile(this.element)(this.$injector, function (clone) {
linkFns = projectableNodes.map(function (nodes) { return
}).$injector, function (linkFn) {
linkFn(this.scope, function (clone) { this.compiledProjectableNodes.push(clone);
this.element.append(clone);\n});\n\nreturn compiledProjectableNodes;\n});\n\nDowngradeComponentAdapter.prototype.createComponent = function (projectableNodes) {\nvar providers = [{
    provide: SCOPE, useValue: this.componentScope }];\nvar childInjector = core.Injector.create({
    providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter'});
this.componentRef = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
\nthis.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);\n\nthis.changeDetector = this.componentRef.changeDetectorRef;\n
this.component =
this.componentRef.instance; // testability hook is commonly added during component bootstrap in
// packages/core/src/application_ref.bootstrap(); // in downgraded application, component creation will take
place here as well as adding the
// testability hook.
var testability = this.componentRef.injector.get(core.Testability, null); if (testability) {
this.componentRef.injector.get(core.TestabilityRegistry).registerApplication(this.componentRef.location.nativeElement, testability);
}

hookupNgModel(this.ngModel, this.component);

DowngradeComponentAdapter.prototype.setupInputs = function (manuallyAttachView, propagateDigest) {
var _this = this;
var attrs = this.attrs;
var inputs = this.componentFactory.inputs || [];
var _loop_1 = function (i) {
var input = new PropertyBinding(inputs[i].propName, inputs[i].templateName);
var expr = null;
if (attrs.hasOwnProperty(input.attr)) {
var observeFn = (function (prop) {
var prevValue = INITIAL_VALUE;
return function (currValue) {
if (prevValue === INITIAL_VALUE) {
prevValue = currValue;
}
_this.updateInput(prop, prevValue, currValue);
prevValue = currValue;
}
})(input.prop);
attrs.$observe(input.attr, observeFn);
// Use `$watch()` (in addition to `_$observe()`') in order to initialize the input in time
// for `ngOnChanges()`. This is necessary if we are already in a `$digest`,
// which means that
// `ngOnChanges()` which is called by a watcher will run before the `_observe()`
callback.
var unwatch_1 = this componenteScope.$watch(function () {
unwatch_1();
unwatch_1 = null;
observeFn_1(attrs[input.attr]);
}
else if (attrs.hasOwnProperty(input.bindAttr)) {
expr = attrs[input.bindAttr];
}
else if (attrs.hasOwnProperty(input.bracketAttr)) {
expr = attrs[input.bracketAttr];
}
else if (attrs.hasOwnProperty(input.bracketParenAttr)) {
expr = attrs[input.bracketParenAttr];
}
else if (attrs.hasOwnProperty(input.bindonAttr)) {
expr = attrs[input.bindonAttr];
}
else if (expr != null) {
var watchFn = (function (prop) {
return function (currValue, prevValue) {
_this.updateInput(prop, prevValue, currValue);
}
})(input.prop);
this.componentScope.$watch(expr, watchFn);
}
else if (this.implementsOnChanges) {
var inputChanges = this.inputChanges;
_this.inputChanges = {};
_this.viewChangeDetector.markForCheck();
// If opted out of propagating digests, invoke change
detection when inputs change.
if (propagateDigest) {
}
// If not opted out of propagating digests, invoke change detection on every digest
if (propagateDigest) {

this.componentScope.$watch(this.wrapCallback(detectChanges));
}
// If necessary, attach the view so that it will be dirty-checked.
// (Allow time for the initial input values to be set and `ngOnChanges()' to be called.)
if ((_this.implementsOnChanges) {
var inputChanges = _this.inputChanges;
_this.inputChanges = {};
var _this.component.ngOnChanges(inputChanges);
}

// If opted out of propagating digests, invoke change
detection when inputs change.

if (propagateDigest) {

detectChanges = function () { return _this.changeDetector.detectChanges(); };
var prototype = this.componentFactory.componentType.prototype;
this.implementsOnChanges = !(prototype &
prototype.ngOnChanges);
this.componentScope.$watch(function () { return _this.implementChangeCount; },
this.withCallback(function () {
// Invoke `ngOnChanges()`
if (_this.implementsOnChanges) {
var inputChanges = _this.inputChanges;
_this.inputChanges = {};

// If opted out of propagating digests, invoke change
detection when inputs change.

if (propagateDigest) {

detectChanges();
}
// If not opted out of propagating digests, invoke change detection on every digest
if (propagateDigest) {

this.componentScope.$watch(this.wrapCallback(detectChanges));
}
// If necessary, attach the view so that it will be dirty-checked.
// (Allow time for the initial input values to be set and `ngOnChanges()' to be called.)
if (manuallyAttachView || !propagateDigest) {

this.appRef = _this.parentInjector.get(core.ApplicationRef);
appRef.attachView(this.componentRef.hostView);
}
var unwatch_2 = this.componentScope.$watch(function () {
unwatch_2();
unwatch_2 = null;
}
appRef.attachView(_this.componentRef.hostView);

DowngradeComponentAdapter.prototype.setupOutputs = function () {
var attrs = this.attrs;
var outputs = this.componentFactory.outputs || [];
for (var j = 0; j < outputs.length; j++) {

var output
= new PropertyBinding(outputs[j].propName, outputs[j].templateName);
        var bindonAttr = output.bindonAttr.substring(0, output.bindonAttr.length - 6);
        var bracketParenAttr = '\(([' + output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8) + '])\);' // order below is important - first update bindings then evaluate expressions
        if (attrs.hasOwnProperty(bindonAttr)) {
            this.subscribeToOutput(output, attrs[bindonAttr], true);
        }
        if (attrs.hasOwnProperty(bracketParenAttr)) {
            this.subscribeToOutput(output, attrs[bracketParenAttr], true);
        }
        DowngradeComponentAdapter.prototype.subscribeToOutput = function (output, expr, isAssignment) {
            var _this = this;
            if (isAssignment === void 0) { isAssignment = false; }
            var getter = this.$parse(expr);
            var setter = getter.assign;
            if (isAssignment && !setter) {
                throw new Error("Expression '" + expr + "' is not assignable!");
            }
            var emitter = this.component[output.prop];
            if (emitter) {
                emitter.subscribe({
                    next: isAssignment
                        ? function (v) { return setter(_this.scope, v); }
                        : function (v) { return getter(_this.scope, { '$event': v }); }
                });
            }
            else {
                throw new Error("Missing emitter '" + output.prop + "' on component!");
            }
        };
        DowngradeComponentAdapter.prototype.registerCleanup = function () {
            var _this = this;
            var testabilityRegistry = this.componentRef.injector.get(core.TestabilityRegistry);
            var destroyComponentRef = this.wrapCallback(function () { return _this.componentRef.destroy(); });
            var destroyed = false;
            this.element.on('$destroy', function () { return _this.componentScope.$destroy(); });
            this.componentScope.$on('$destroy', function () {
                if (!destroyed) {
                    destroyed = true;
                    testabilityRegistry.unregisterApplication(_this.componentRef.location.nativeElement);
                    destroyComponentRef();
                }
            });
        };
        DowngradeComponentAdapter.prototype.getInjector = function () { return this.componentRef.injector; };
        DowngradeComponentAdapter.prototype.updateInput = function (prop, prevValue, currValue) {
            if (this.implementsOnChanges) {
                this.inputChanges[prop] = new core.SimpleChange(prevValue, currValue, prevValue === currValue);
            }
            this.inputChangeCount++;
            this.component[prop] = currValue;
        };
        DowngradeComponentAdapter.prototype.groupProjectableNodes = function () {
            var ngContentSelectors = this.componentFactory.ngContentSelectors;
            return groupNodesBySelector(ngContentSelectors, this.element.contents());
        };
        /**
         * Group a set of DOM nodes into `ngContent` groups, based
         * on the given content selectors.
         */
        function groupNodesBySelector(ngContentSelectors, nodes) {
            var projectableNodes = [];
            var wildcardNgContentIndex;
            for (var i = 0, ii = ngContentSelectors.length; i < ii; ++i) {
                projectableNodes[i] = [];
            }
            for (var j = 0, jj = nodes.length; j < jj; ++j) {
                var node = nodes[j];
                var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
                if (ngContentIndex != null) {
                    projectableNodes[ngContentIndex].push(node);
                }
            }
            return projectableNodes;
        }
        function findMatchingNgContentIndex(element, ngContentSelectors) {
            var ngContentIndices = [];
            var wildcardNgContentIndex = -1;
            for (var i = 0; i < ngContentSelectors.length; i++) {
                if (matchesSelector(element, ngContentSelectors[i])) {
                    ngContentIndices.push(i);
                    if (ngContentIndices.length === 1) {
                        wildcardNgContentIndex = i;
                    } else {
                        if (matchesSelector(element, ngContentSelectors[i])) {
                            ngContentIndices.push(ngContentIndices[i]);
                            if (ngContentIndices.length === -1) {
                                ngContentIndices.push(wildcardNgContentIndex);
                            }
                        }
                    }
                }
            }
            var node = nodes[i];
            var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
            if (ngContentIndex !== null) {
                projectableNodes[ngContentIndex].push(node);
            }
            else {
                if (matchesSelector(element, ngContentSelectors)) {
                    ngContentIndices.push(i);
                    if (ngContentIndices.length - 1) {
                        ngContentIndices.push(ngContentIndex);
                    }
                } else {
                    var selector = ngContentSelectors[i];
                    if (selector === '*') {
                        wildcardNgContentIndex = i;
                    } else {
                        if (matchesSelector(element, selector)) {
                            ngContentIndices.push(i);
                        }
                    }
                }
            }
            return ngContentIndices;
        };
        /**
         * @license
         * Copyright
function (scope, element, attrs, required) {  
  // We might have to compile the contents asynchronously, because this might have been
  // triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have
  // been compiled.
  var ngModel = required[1];
  var ranAsync = false;
  if (!parentInjector || hasMultipleDowngradedModules) {  
    var downgradedModule = info.downgradedModule || "";
    var lazyModuleRefKey = "" + LAZY_MODULE_REF + 
      downgradedModule;
    var attemptedAction = "instantiating component \"" + 
      getTypeName(info.component) + "\"";
    validateInjectionKey(Sinjection, downgradedModule, 
      lazyModuleRefKey, attemptedAction);
    var lazyModuleRef = $injector.get(lazyModuleRefKey);
    moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise;
  }
  // There are two injectors: `finalModuleInjector` and `finalParentInjector` (they
  // might be
  // the same instance, but that is irrelevant):
  // - `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be
  //   on the same tree as the `NgModule` that declares this downgraded component:
  //   - `finalParentInjector` is used for all other injection purposes.
  //   (Note that Angular knows to only traverse the component-tree part of that injector,
  //   when looking for an injectable and then switch to the module injector.)
  // There are basically three cases:
  // - If there is no parent component (thus no `parentInjector`), we bootstrap the downgraded
  //   `NgModule` and use its injector as both `finalModuleInjector` and `finalParentInjector` and
  //   `finalParentInjector`:
  // - If there is a parent component (and thus a `parentInjector`) and we are sure that it
  //   belongs to the same `NgModule` as this downgraded component (e.g. because there is
  //   only one downgraded module, we use that `parentInjector` as both `finalModuleInjector` and
  //   `finalParentInjector`):
  // - If there is a parent component, but it may belong to a different
  //   `NgModule`, then we:
  //   - use the `parentInjector` as `finalParentInjector` and this downgraded
  //     component:
  //   - declaring `NgModule`s injector as `finalModuleInjector`:
  //   // Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't
  //     use the same instance):
  //   // If there is a parent component, use its injector as parent
  //     injector:
  //   // If this is a "top-level" Angular component, use the module injector:
  //     var finalParentInjector = parentInjector || moduleInjector;
  //     // If this is a "top-level" Angular component or the parent component may belong to a
  //     different `NgModule`, use the module injector for module-specific dependencies:
  //     var finalModuleInjector = moduleInjector || parentInjector;
  //     var doDowngrade = function (injector, moduleInjector) {  
  //       // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule` this
  //       // component belongs to:
  //       var componentFactory = 
  //         componentFactoryResolver.resolveComponentFactory(info.component);
  //       if (!componentFactory) {  
  //         throw new Error("\nExpecting ComponentFactory for: \"" + 
            getTypeName(info.component)));
  //     }  
  //     var injectorPromise = new ParentInjectorPromise(element);
  //     var facade = new downgradeComponentAdapter(element, attrs, scope, ngModel, injector, Sinjector, $compile, $scope,
  //  }  
  // when downgrading multiple modules, special handling is needed when injectors.
  // var hasMultipleDowngradedModules = isNgUpgradeLite &
  // (getDowngradedModuleCount(Sinjector) > 1);
  // return \n  // restrict: \n  // terminal: true, \n  // require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
  // link:
  // core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb);  
  // }  
  // When downgrading
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```typescript
/**
 * @description
 *
 * A helper function to allow an Angular service to be accessible from AngularJS.
 * To preserve the synchronous nature of AngularJS's `$compile`.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic)

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 */

export function SynchronousPromise(all) {
    return new Proxy(all, {
        get: function(target, prop) {
            if (prop === 'then') {
                return function(resolve) {
                    all.then(resolve)
                }
            }
            return Reflect.get(target, prop)
        }
    })
}

export function downgradeFn(pInjector, mInjector) {
    var ngZone = pInjector.get(core.NgZone)
    return SynchronousPromise.all([finalParentInjector, finalModuleInjector]).then(function(_a) {
        var _b = __read(_a, 2), pInjector = _b[0], mInjector = _b[1];
        return downgradeFn(pInjector, mInjector);
    })
}
```
* @param downgradedModule the name of the downgraded module (if any) that the injectable
 * "belongs to", as returned by a call to `downgradeModule()`. It is the module, whose inject
 * will be used for instantiating the injectable.<br />
 * (This option is only necessary when using `downgradeModule()` to downgrade more
 than one Angular module.)
 *
 * @returns a [#factory function](https://docs.angularjs.org/guide/di) that can be
 * used to register the service on an AngularJS module.
 *
 * @publicApi
 *
 * function downgradeInjectable(token, downgradedModule) {  
   if (downgradedModule === void 0) {  
     downgradedModule = "";
   }
   var factory = function ($injector) {  
     var injectorKey = "\"" + INJECTOR_KEY +  
     downgradedModule;  
     var injectableName = isFunction(token) ? getTypeName(token) : String(token);  
     var attemptedAction = "instantiating injectable \"" + injectableName + \"\"\n   validateInjectionKey($injector, downgradedModule, injectorKey, attemptedAction);  
   var injector = $injector.get(injectorKey);  
   return injector.get(token);  
   }  
   return factory;
 }

 var factory = function ($injector) {  
   var injectorKey = "\"" + INJECTOR_KEY +  
   downgradedModule;  
   var injectableName = isFunction(token) ? getTypeName(token) : String(token);  
   var attemptedAction = "instantiating injectable \"" + injectableName + \"\"\n   validateInjectionKey($injector, downgradedModule, injectorKey, attemptedAction);  
   var injector = $injector.get(injectorKey);  
   return injector.get(token);  
   }  
   return factory;
UpgradeHelper.prototype.prepareTransclusion = function () {
    var thisInstance = this;
    var transclude = this.directive.transclude;
    var contentChildNodes = this.extractChildNodes();
    var attachChildrenFn = function (scope, cloneAttachFn) {
        // Since AngularJS v1.5.8, `cloneAttachFn` will try to destroy the transclusion scope if
        // `$template` is empty. Since the transcluded content comes from Angular, not AngularJS,
        // there will be no transclusion scope here. Provide a dummy `scope.$destroy()` method to prevent `cloneAttachFn` from throwing.
        var thisElement = this.element;
        var element = this.element;
        var contentChildNodes = Object.keys(contentChildNodes).map(function (nodeName) { return element.querySelector(nodeName); });
        var transcludedChildNodes = contentChildNodes;
        var requiredControllers = this.resolveRequire(this.directive.require);
        if (controllerInstance.$onDestroy() || $scope.$destroy() || element.cleanData) {
            return true;
        }
        $element = element;
        var template = this.directive.template;
        var newElement = document.createElementNS(template.namespaceURI, template.tagName);
        newElement.className = this.directive.className;
        newElement.innerHTML = template.innerHTML;
        this.injectElements(newElement, transcludedChildNodes, contentChildNodes);
        this.injectControllers(newElement, requiredControllers);
        this.injectChildNodes(newElement, contentChildNodes);
        return true;
    };
    Object.keys(transclude).forEach(function (slotName) {
        var selector = transclude[slotName];
        var optional = selector.charAt(0) === '?';
        selector = optional ? selector.substring(1) : selector;
        var slotMap_1 = Object.create(null);
        var filledSlots_1 = Object.create(null);
        // Parse the element selectors.
        Object.keys(transclude).forEach(function (slotName) {
            var selector = transclude[slotName];
            var optional = selector.charAt(0) === '?';
            selector = optional ? selector.substring(1) : selector;
            slotMap_1[selector] = slotName;
            slots_1[slotName] = null; // `null`: Defined but not yet filled.
            filledSlots_1[slotName] = optional; // Consider optional slots as filled.
        });
        // Add the matching elements into their slot.
        contentChildNodes.forEach(function (node) {
            var slotName = slotMap_1[directiveNormalize(node.nodeName.toLowerCase())];
            if (slotName) {
                filledSlots_1[slotName] = true;
                slots_1[slotName] = slots_1[slotName] || [];
                slots_1[slotName].push(node);
            } else {
                $template.push(node);
            }
        });
        // Check for required slots that were not filled.
        Object.keys(filledSlots_1).forEach(function (slotName) {
            if (!filledSlots_1[slotName]) {
                throw new Error("Required transclusion slot ": slotName + " on directive: ");
            }
        });
        Object.keys(slots_1).filter(function (slotName) { return slots_1[slotName]; }).forEach(function (slotName) {
            var nodes = slots_1[slotName];
            slots_1[slotName] = function (scope, cloneAttach) {
                return cloneAttach(nodes, scope);
            };
        });
        // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
        // removes all text content after the first interpolation and updates it later, after
        // evaluating the expressions. This would result in AngularJS failing to recognize text
        // nodes that start with an interpolation as transcluded content and use the fallback
        // content instead. To avoid this issue, we add a
        // to empty text nodes (which can only be a result of Angular removing their initial content).
        // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
        // will still fail to be detected by AngularJS v1.6+
        this.interpolateText($template, function (node) {
            if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
                node.nodeValue = '\u200C';
            }
        });
        // Attach `$$slots` to default slot transclude fn.
        attachChildrenFn.$$slots = slots_1;
        // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
        // removes all text content after the first interpolation and updates it later, after
        // evaluating the expressions. This would result in AngularJS failing to recognize text
        // nodes that start with an interpolation as transcluded content and use the fallback
        // content instead. To avoid this issue, we add a
        // to empty text nodes (which can only be a result of Angular removing their initial content).
        // NOTE: Transcluded text content that starts with whitespace followed by an interpolation
        // will still fail to be detected by AngularJS v1.6+
        this.interpolateText($template, function (node) {
            if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
                node.nodeValue = '\u200C';
            }
        });
        return attachChildrenFn;
    };
};
var btcIsObject = typeof this.directive.bindToController === 'object';
if (btcIsObject &&
Object.keys(this.directive.scope).length) {
    throw new Error("Binding definitions on scope and controller at the same time are not supported.");
}

var context = (btcIsObject) ?
    this.directive.bindToController : this.directive.scope;
if (typeof context == 'object') {
    Object.keys(context).forEach(function (propName) {
        var definition = context[propName];
        var bindingType = definition.charAt(0);
        var bindingOptions = definition.charAt(1);
        var attrName = definition.substring(bindingOptions === '?' ? 2 : 1) || propName;
        var inputName = "input_" + attrName;
        var inputNameRename = inputName + "\" + attrName;
        var outputName = "output_" + attrName;
        var outputNameRename = outputName + "\" + attrName;
        var outputNameRenameChange = outputNameRename + "\"\" + attrName;
        switch (bindingType) {
            case '@':
                this.inputs.push(inputName);
                this.inputsRename.push(inputNameRename);
                this.propertyMap[inputName] = propName;
                break;
            case '<':
                this.inputs.push(inputName);
                this.inputsRename.push(inputNameRename);
                this.propertyMap[inputName] = propName;
                this.outputs.push(outputName);
                this.outputsRename.push(outputNameRenameChange);
                this.propertyMap[outputName] = propName;
                this.checkProperties.push(propName);
                this.propertyOutputs.push(outputName);
                break;
            case '=':
                this.inputs.push(inputName);
                this.inputsRename.push(inputNameRename);
                this.propertyMap[inputName] = propName;
                this.outputs.push(outputName);
                this.outputsRename.push(outputNameRename);
                this.checkProperties.push(propName);
                break;
            case '&':
                this.outputs.push(outputName);
                this.outputsRename.push(outputNameRename);
                this.propertyMap[outputName] = propName;
                break;
            default:
                throw new Error("Unexpected mapping '" + bindingType + "' in '" + json + "' in '" + _this.name + "' directive.");
        }
    });
}

var controllerInstance = null;
this.destinationObj = null;
this.checkLastValues = [];
this.$Element = null;
this.directive = helper.directive;
this.element = helper.element;
this.Selected = helper.Selected;
var componentScope = scope.$new(!this.directive.scope);

var controllerType = this.directive.controller;
if (this.directive.bindToController &&
controllerType) {
    this.controllerInstance =
    this.builder.buildController(controllerType, this.componentScope);
    this.destinationObj =
    this.controllerInstance;
    else {
        this.destinationObj = this.componentScope;
    }
    for (var i = 0; i < inputs.length; i++) {
        this[inputs[i]] = null;
    }
    for (var j = 0; j < outputs.length; j++) {
        var emitter = this[outputs[j]] = new core.EventEmitter();
        if (this.propOuts.indexOf(outputs[j]) === -1) {
            this.setComponentProperty(outputs[j], (function (emitter)
            { return function (value) { return emitter.emit(value); }; })(emitter));
        } else {
            emitter.on("\"\" + outputs[j].\"\"\", function (value) {
            this[outputs[j]] = value;
            });
        }
    }
    return MyClass;
}
UpgradeNg1ComponentAdapterBuilder.prototype.extractBindings = function () {
    var _this = this;
    var bindingType = definition.charAt(0);
    var bindingOptions = definition.charAt(1);
    var attrName = definition.substring(bindingOptions === '?' ? 2 : 1) || propName;
    var inputName = "input_" + attrName;
    var inputNameRename = inputName + "\" + attrName;
    var outputName = "output_" + attrName;
    var outputNameRename = outputName + "\" + attrName;
    var outputNameRenameChange = outputNameRename + "\"\" + attrName;
    switch (bindingType) {
        case '@':
            this.inputs.push(inputName);
            this.inputsRename.push(inputNameRename);
            this.propertyMap[inputName] = propName;
            break;
        case '<':
            this.inputs.push(inputName);
            this.inputsRename.push(inputNameRename);
            this.propertyMap[inputName] = propName;
            this.outputs.push(outputName);
            this.outputsRename.push(outputNameRenameChange);
            this.propertyMap[outputName] = propName;
            this.checkProperties.push(propName);
            this.propertyOutputs.push(outputName);
            break;
        case '=':
            this.inputs.push(inputName);
            this.inputsRename.push(inputNameRename);
            this.propertyMap[inputName] = propName;
            this.outputs.push(outputName);
            this.outputsRename.push(outputNameRename);
            this.checkProperties.push(propName);
            break;
        case '&':
            this.outputs.push(outputName);
            this.outputsRename.push(outputNameRename);
            this.propertyMap[outputName] = propName;
            break;
        default:
            throw new Error("Unexpected mapping '" + bindingType + "' in '" + json + "' in '" + _this.name + "' directive.");
    }
}
/**
 * Upgrade ng1 components into Angular.
 */
UpgradeNg1ComponentAdapterBuilder.resolve = function (exportedComponents, $injector) {
    var promises =
    Object.keys(exportedComponents).map(function (name) {
        var exportedComponent =
        exportedComponents[name];
        exportedComponent.directive = UpgradeHelper.getDirective($injector, name);
        exportedComponent.extractBindings();
        return Promise
        .resolve(UpgradeHelper.getTemplate($injector, exportedComponent.directive, true))
        .then(function (template) { return exportedComponent.template = template; });
    });
    return Promise.all(promises);
}
UpgradeNg1ComponentAdapter = /** @class */ (function () {
    function UpgradeNg1ComponentAdapter(helper, scope, template, inputs, outputs, propOuts, checkProperties, propertyMap) {
        this.helper = helper;
        this.template = template;
        this.inputs = inputs;
        this.outputs = outputs;
        this.propOuts = propOuts;
        this.checkProperties = checkProperties;
        this.propertyMap = propertyMap;
        this.controllerInstance = null;
        this.destinationObj = null;
        this.checkLastValues = [];
        this.$Element = null;
        this.directive = helper.directive;
        this.element = helper.element;
        this.Selected = helper.Selected;
        var componentScope = scope.$new(!this.directive.scope);

        var controllerType = this.directive.controller;
        if (this.directive.bindToController &&
controllerType) {
            this.controllerInstance =
            this.builder.buildController(controllerType, this.componentScope);
            this.destinationObj =
            this.controllerInstance;
            else {
                this.destinationObj = this.componentScope;
            }
            for (var i = 0; i < inputs.length; i++) {
                this[inputs[i]] = null;
            }
            for (var j = 0; j < outputs.length; j++) {
                var emitter = this[outputs[j]] = new core.EventEmitter();
                if (this.propOuts.indexOf(outputs[j]) === -1) {
                    this.setComponentProperty(outputs[j], (function (emitter)
                    { return function (value) { return emitter.emit(value); }; })(emitter));
                } else {
                    emitter.on("\"\" + outputs[j].\"\"\", function (value) {
                    this[outputs[j]] = value;
                    });
                }
            }
            return MyClass;
        }
})();
return MyClass;

k < propOuts.length; k++) {
                this.checkLastValues.push(INITIAL_VALUE$1);
            }
        }
    }

UpgradeNg1ComponentAdapter.prototype.ngOnInit = function () {
    // Collect contents, insert and compile
    var attachChildNodes = this.helper.prepareTransclusion();
    var linkFn = this.helper.compileTemplate(this.template);
    // Instantiate controller (if not already done so)
    var controllerType = this.directive.controller;
    var bindToController = this.directive.bindToController;
    if (controllerType && !bindToController) {
        this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    }
    // Require other controllers
    var requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);
    // Hook: $onInit
    if (this.controllerInstance && isFunction(this.controllerInstance.$onInit)) {
        this.controllerInstance.$onInit();
    }
    // Linking
    var preLink = typeof linkFn == 'object' && linkFn.pre;
    var postLink = typeof linkFn == 'object' ? linkFn.post : linkFn;
    var attrs = NOT_SUPPORTED;
    var transcludeFn = NOT_SUPPORTED;
    if (preLink) {
        preLink(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }
    linkFn(this.componentScope, null, { parentBoundTranscludeFn: attachChildNodes });
    if (postLink) {
        postLink(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }
    // Hook: $postLink
    if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
        this.controllerInstance.$postLink();
    }
}

UpgradeNg1ComponentAdapter.prototype.ngOnChanges = function (changes) {
    var _this = this;
    var ng1Changes = {};
    Object.keys(changes).forEach(function (name) {
        var change = changes[name];
        _this.setComponentProperty(name, change.currentValue);
        ng1Changes[_this.propertyMap[name]] = change;
    });
    if (isFunction(this.destinationObj.$onChanges)) {
        this.destinationObj.$onChanges(ng1Changes);
    }
}

UpgradeNg1ComponentAdapter.prototype.ngDoCheck = function () {
    var _this = this;
    var destinationObj = this.destinationObj;
    var lastValues = this.checkLastValues;
    var checkProperties = this.checkProperties;
    var propOuts = this.propOuts;
    checkProperties.forEach(function (propName, i) {
        var value = destinationObj[propName];
        var last = lastValues[i];
        if (strictEquals(last, value)) {
            var eventEmitter = _this[propOuts[i]];
            eventEmitter.emit(last = value);
        }
    });
    if (this.controllerInstance && isFunction(this.controllerInstance.$doCheck)) {
        this.controllerInstance.$doCheck();
    }
}

UpgradeNg1ComponentAdapter.prototype.ngOnDestroy = function () {
    this.helper.onDestroy(this.componentScope, this.controllerInstance);
}

UpgradeNg1ComponentAdapter.prototype.setComponentProperty = function (name, value) {
    this.destinationObj[this.propertyMap[name]] = value;
    return UpgradeNg1ComponentAdapter;
};

/**
 * @license
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 * found in the LICENSE file at https://angular.io/license
 */

upgradeCount = 0;

/**
 * Use `UpgradeAdapter` to allow AngularJS and Angular to coexist in a
 * single application.
 * 1. creation of Angular component from
 * AngularJS component directive
 * (See [UpgradeAdapter#upgradeNg1Component()])
 * 2. creation of AngularJS directive from Angular component.
 * (See [UpgradeAdapter#downgradeNg2Component()])
 * 3. Bootstrapping of a hybrid Angular application which contains both of the frameworks
 * coexisting in a single application.
 * The `UpgradeAdapter` allows:
 * * 1. creation of Angular component from AngularJS component directive
 * 2. creation of AngularJS directive from Angular component.
 * When reasoning about how a hybrid application works it is useful to have a mental model which
 * describes what is happening and explains what is happening at the lowest level.
 * There are two independent frameworks running in a single application, each framework treats
 * the other as a black box. Each DOM element on the page is owned exactly by one framework. Whichever framework
 * instantiated the element is the owner. Each framework only updates/interacts with its own
 * DOM elements and ignores others.
 * 3. AngularJS directives always execute inside AngularJS framework codebase regardless of
 * where they are instantiated.
 * 4. Angular components always execute inside Angular framework codebase regardless of
 */

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5. An AngularJS component can be upgraded to an Angular component. This creates an
Angular directive, which bootstraps the AngularJS component directive in that location.
6. An Angular component can be downgraded to an AngularJS component directive. This creates
an AngularJS directive, which bootstraps the Angular component in that location.
7. Whenever an adapter component is instantiated the host element is owned by the framework doing
the instantiation. The other framework then instantiates and owns the view for that component.
This implies that component bindings will always follow the semantics of the instantiation framework.
The syntax is always that of Angular syntax.
8. AngularJS is always bootstrapped first and owns the bottom most view.
9. The new application is running in Angular zone, and therefore it no longer needs calls to `$apply()`.

### Example
```
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);
const module = angular.module('myExample', []);
module.directive('ng2Comp',
adapter.downgradeNg2Component(Ng2Component));

module.directive('ng1Hello', function() {
    return {
        scope: { title: '=' },
        template: 'ng1[Hello {{title}}]!'(<span ng-transclude></span>)
    }
});

@Component({
    selector: 'ng2-comp',
    inputs: ['name'],
    template: '
        <ng2-comp name="World">project</ng2-comp>
    ',
    directives:
})
class Ng2Component {
}

@NgModule({
    declarations: [Ng2Component],
    imports: [BrowserModule]
})
class MyNg2Module {}

document.body.innerHTML = '
    <ng2-comp name="World">project</ng2-comp>
';
```

@deprecated

@publicApi
*/
```

```
const adapter = new UpgradeAdapter(forwardRef(i => MyNg2Module), myCompilerOptions);
const module = angular.module('myExample', []);
module.directive('greet', adapter.downgradeNg2Component(Greeter));

@Component({
    selector: 'greet',
    template: '{{salutation}} {{name}}! - <ng-
```
content</ng-content>

```typescript
class Greeter {
  @Input() salutation: string;
  @Input() name: string;
}

@NgModule({
  declarations: [Greeter],
  imports: [BrowserModule]
})

class MyNg2Module {
  @NgModule({
    declarations: [myExample],
    imports: [BrowserModule]
  })
}

document.body.innerHTML = '<greet salutation="Hello" [name]="world">text</greet>';

adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toEqual("ng1 template: Hello world! - text");
});

UpgradeAdapter.prototype.downgradeNg2Component = function (component) {
  this.downgradedComponents.push(component);
  return downgradeComponent({ component: component });
};

class Ng2Component {
}

@NgModule({
  declarations: [Ng2Component, adapter.upgradeNg1Component('greet')],
  imports: [BrowserModule]
})

class MyNg2Module {}

document.body.innerHTML = '<ng2></ng2>';

adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toEqual("ng2 template: Hello world! - text");
});

UpgradeAdapter.prototype.downgradeNg2Component = function (component) {
  this.downgradedComponents.push(component);
  return downgradeComponent({ component: component });
};

class Ng2Component {
  @NgModule({
    declarations: [
      myExample,
      @usageNotes
    ]
  })
}

UpgradeAdapter.prototype.upgradeNg1Component = function (name) {
  if (this.ng1ComponentsToBeUpgraded.hasOwnProperty(name)) {
    return this.ng1ComponentsToBeUpgraded[name].type;
  } else {
    return (this.ng1ComponentsToBeUpgraded[name].type
      || new UpgradeNg1ComponentAdapterBuilder(name)).type;
  }
}

upgradeAdapter.prototype.upgradeNg1Component = function (name) {
  if (this.ng1ComponentsToBeUpgraded.hasOwnProperty(name)) {
    return this.ng1ComponentsToBeUpgraded[name].type;
  } else {
    return (this.ng1ComponentsToBeUpgraded[name].type
      || new UpgradeNg1ComponentAdapterBuilder(name)).type;
  }

```

### Supported Features

* `Interpolation`: `\`<comp salutation="Hello {{name}}!">\` - Expression: `\`<comp [name]="{{username}}">\` - Event: `\`<comp (close)="doSomething()">\`

### Example

```typescript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));

module.directive('greet', function() {
  return {
    scope: {salutation: '=', name: '=' },
    template: '{{salutation}} {{name}}! - <span ng-transclude></span>'
  };
});

module.directive('ng2', adapter.downgradeNg2Component(Ng2Component));

@Component({
  selector: 'ng2',
  template: 'ng2 template: <greet salutation="Hello" [name]="world">text</greet>'
})

```
upgradeAdapter.registerForNg1Tests(['heroApp']);
```
```
```
```
```
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```
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```
```
```
```
```
```
adapter.upgradeNg1Provider('login', {asToken: Login});

adapter.bootstrap(document.body, ['myExample']).ready(ref => {
  const example = ref
  const module = angular.module('myExample', []);
  module.factory('example', () => example);

  adapter.upgradeNg1Provider = function (name, options) {
    var token = options && options.asToken || name;
    this.upgradedProviders.push({
      provide: token,
      useFactory: function ($injector) { return $injector.get(name); },
      deps: [SINJECTOR]}
    );
  }

  adapter.bootstrap(document.body, ['myExample']).ready(ref => {
    const example = ref
    adapter.downgradeNg2Provider(Example);
  });

  adapter.bootstrapNG1Provider('login', {asToken: Login});

  const adapter = new UpgradeAdapter(MyNg2Module);

  const module = angular.module('myExample', []);
  module.factory('example', () => example);

  adapter.bootstrap(document.body, ['myExample']).ready(ref => {
    const example = ref
    adapter.downgradeNg2Provider(Example);
  });

  const adapter = new UpgradeAdapter(MyNg2Module);

  const module = angular.module('myExample', []);
  module.factory('example', () => example);

  adapter.bootstrap(document.body, ['myExample']).ready(ref => {
    const example = ref
    adapter.downgradeNg2Provider(Example);
  });
UpgradeNg1ComponentAdapterBuilder.resolve(_this.ng1ComponentsToBeUpgraded, ng1Injector);  
.then(function () {  
    // Note: There is a bug in TS 2.4 that prevents us from
    // inlining  
    // TODO(tbosch): find or file a bug against TypeScript for this.  
    var ngModule = {  
        providers: [  
            provide: SINJECTOR, useFactory:  
            function () {  
                return ng1Injector;  
            }  
        ]  
    };  
    ngModule.imports = [  
        core.resolveForwardRef(this.ng2 AppModule)];
    entryComponents:  
    _this.downgradedComponents;
  });// At this point we have ng1 injector and we have prepared
DynamicNgUpgradeModule = /** @class */ (function () {  
    function DynamicNgUpgradeModule() {  
    }  
    DynamicNgUpgradeModule.prototype.ngDoBootstrap = function () {  
        DynamicNgUpgradeModule = __decorate([  
            core.NgModule(__assign({ jit: true },  
                ngModule)),  
            __metadata("design:paramtypes", [])
        ], DynamicNgUpgradeModule);
        return DynamicNgUpgradeModule;
      }();
    platformRef
        .bootstrapModule(DynamicNgUpgradeModule, [  
            _this.compilerOptions, {  
                ngZone: _this.ngZone  
            }]
        ).then(function (ref) {
        _this.moduleRef = ref;
        _this.ngZone.run(function () {
            if (rootScopePrototype) {
                rootScopePrototype.$apply = original$applyFn; // restore original $apply
                while (delayApplyExps.length) {
                    rootScope.$apply(delayApplyExps.shift());
                }
                rootScopePrototype = null;
            }
        });
    return rootScope.$$digest();  
        
        rootScope.$$digest();
        
        .catch(function (e) {  
            return this.ng2BootstrapDeferred.reject(e);  
        });
    return ngModule;
  };
  return UpgradeAdapter;
}());
function (ngModuleRef, ng1Injector) {
            this.ng2ModuleRef = ngModuleRef;
            this.ng2Injector = ngModuleRef.injector;
            this.ng1Injector = ng1Injector;
            this.ng1RootScope = ng1Injector.get($ROOT_SCOPE);
            this.readyFn = null;
            this.ng1RootScope.$on('ng:upgrade', (ev, ng1ModuleRef) => {
                this.ng2ModuleRef = ng1ModuleRef;
                this.ng2Injector = ng1ModuleRef.injector;
                this.ng1Injector = ng1ModuleRef.get($ROOT_SCOPE);
            });
            this.readyFn = null;
        };

        UpgradeAdapterRef.prototype.ready = function (fn) {
            this._readyFn = fn;
        };

        UpgradeAdapterRef.prototype.dispose = function () {
            this.ng1Injector.get($ROOT_SCOPE).$destroy();
            this.ng2ModuleRef.destroy();
        };

    })();

    exports.UpgradeAdapter = UpgradeAdapter;
    exports.UpgradeAdapterRef = UpgradeAdapterRef;
    exports.VERSION = VERSION;

    Object.defineProperty(exports, '__esModule', { value: true });

    /* version:3,"file":"upgrade-static.umd.js","sources":null,"sourcesContent":null */

    Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgrade.umd.min.js.map
No license file was found, but licenses were detected in source scan.

{"version":3,"file":"upgrade-static.umd.js","sources":null,"sourcesContent":null}
boolean;
}

export interface ITestabilityService {
  findBindings(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
  findModels(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
  getLocation(): string;
  setLocation(url: string): void;
  whenStable(callback: Function): void;
}

export interface ITestabilityService {
  findBindings(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
  findModels(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
  getLocation(): string;
  setLocation(url: string): void;
  whenStable(callback: Function): void;
}

export interface IAngularBootstrapConfig {
  NgModule: (prefix: string, dependencies?: string[]): IModule,
  element: (e: string | Element | Document | IAugmentedJQuery): IAugmentedJQuery,
  cleanData: (nodes: Node[] | NodeList) => void;
}

export interface IAngularBootstrapConfig {
  NgModule: (prefix: string, dependencies?: string[]): IModule,
  element: (e: string | Element | Document | IAugmentedJQuery): IAugmentedJQuery,
  cleanData: (nodes: Node[] | NodeList) => void;
}

/**
 * @deprecated Use `setAngularJSGlobal` instead.
 *
 * @publicApi
 */
export function setAngularLib(ng: any): void {
  setAngularJSGlobal(ng);
}

/**
 * @deprecated Use `getAngularLib` instead.
 *
 * @publicApi
 */
export function getAngularLib(): any {
  return getAngular GlobalKey();
}

/**
 * Resets the AngularJS global.
 *
 * Used when AngularJS is loaded lazily,
 * and not available on `window`.
 *
 * @publicApi
 */
export function setAngular GlobalKey(ng: any): void {
  angular = ng;
}

/**
 * Returns the current AngularJS global.
 *
 * @publicApi
 */
export function getAngular GlobalKey(): any {
  return angular;
}

extendStatics = function(d, b) {
  extendStatics = Object.setPrototypeOf
      || ({} instanceof Array && function (d, b) { d.__proto__ = b; }) ||
      function (d, b) { for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; };
  return extendStatics(d, b);
};

export function __extends(d, b) {
  extendStatics(d, b);
  function __() { this.constructor = d; }
  d.prototype = b === null ? null : (e => angular.element(e));
}
function __asyncGenerator(thisArg, _arguments, generator) {
    if (!Symbol.asyncIterator) throw new TypeError("Symbol.asyncIterator is not defined.");
    var g = generator.apply(thisArg, _arguments || []);
    var r, i, n, v, q = [], step, resolve, reject;
    function unsafe任v(g, v, q) { return q.push({ v, done: false }); }
    function safe任v(g, v, q) { return q.push({ done: true, v }); }
    function async任v(g, v, q) { unsafe任v(g, v, q); }
    var await任v = function (v) { return new Promise(resolve => unsafe任v(g, v, resolve)); }
    var await任v = async任v;
    var currentResult, stepGenerator = async任v(generator, currentResult, function (_) { return async任v; });
    async任v = currentResult = stepGenerator.next();
    try {
        function onDone(e) { async任v(e); }
        function onStop(e) { async任v(() => onDone(e)); }
        function onError(e) { async任v(() => onDone(e), onStop); }
        function onReset() { async任v(); }
        function onReject(e) { async任v(() => onError(e)); }
        function onThrow(e) { async任v(() => onReject(e)); }
        var result = async任v();
        while (result.value !== undefined) {
            try {
                result = result.value;
            } catch (e) {
                onReject(e);
            }
        }
        async任v(onDone);
    } finally {
        currentResult = undefined;
        async任v = undefined;
    }
}

function __asyncDelegator(o) {
    var i, p;
    return i = {}, verb("next"), verb("throw", function (e) { throw e; }), verb("return"), i[Symbol.iterator] = function () { return this; }, i;
}

function __asyncValues(o) {
    if (!Symbol.asyncIterator) throw new TypeError("Symbol.asyncIterator is not defined.");
    var m = o[Symbol.asyncIterator], i;
    return m ? m.call(o) : (o = typeof __values === "function" ? __values(o) : o[Symbol.iterator](), i = {}, verb("next"), verb("throw"), verb("return"), i[Symbol.asyncIterator] = function () { return this; }, i;
}

function __makeTemplateObject(cooked, raw) {
    if (Object.defineProperty) { Object.defineProperty(cooked, "raw", { value: raw }); } else { cooked.raw = raw; }
    return cooked;
}

function __importStar(mod) {
    if (mod && mod.__esModule) return mod;
    var result = {};
    if (mod != null) for (var k in mod) if (Object.hasOwnProperty.call(mod, k)) result[k] = mod[k];
    result.default = mod;
    return result;
}

function __importDefault(mod) {
    return (mod && mod.__esModule) ? mod : { default: mod };
}

var $COMPILE = "$compile";
var $CONTROLLER = "$controller";
var $DELEGATE = "$delegate";
var $EXCEPTION_HANDLER = "$exceptionHandler";
var $HTTP_BACKEND = "$httpBackend";
var $INJECTOR = "$injector";
var $INTERVAL = "$interval";
var $PARSE = "$parse";
var $PROVIDE = "$provide";
var $ROOT_SCOPE = "$rootScope";
var $SCOPE = "$scope";
var $TEMPLATE_CACHE = "$templateCache";
var $TEMPLATE_REQUEST = "$templateRequest";

var $$TESTABILITY = "$$testability";

var COMPILER_KEY = "$$angularCompiler";
var DOWNGRADED_MODULE_COUNT_KEY = "$$angularDowngradedModuleCount";
var GROUP_PROJECTABLE_NODES_KEY = "$$angularGroupProjectableNodes";
var INJECTOR_KEY = "$$angularInjector";
var LAZY_MODULE_REF = "$$angularLazyModuleRef";
var NG_ZONE_KEY = "$$angularNgZone";
var UPGRADE_APP_TYPE_KEY = "$$angularUpgradeAppType";
var REQUIRE_INJECTOR = "?^^" + INJECTOR_KEY;
var REQUIRE_NG_MODEL = "?ngModel";
var UPGRADE_MODULE_NAME = "$$UpgradeModule";
var WINGE $LICENSE = "https://angular.io/license";
const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
this.onAttr = `on${capitalAttr}`;
this.bindAttr = `bind${capitalAttr}`;
this.bindonAttr = `bindon${capitalAttr}`;
this.bracketParenAttr = `\[(${this.attr})\]`;
const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
this.onAttr = `on${capitalAttr}`;
this.bindAttr = `bind${capitalAttr}`;
this.bindonAttr = `bindon${capitalAttr}`;
this.bracketParenAttr = `\[(${this.attr})\]`;

/**
 * @license
 * Copyright
 * Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Injector, Type} from '@angular/core';

import {IInjectorService, INgModelController} from './angular1';
import {DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';

const DIRECTIVE_PREFIX_REGEXP = /^(?:x|data):[\-\_]i/;
const DIRECTIVE_SPECIAL_CHARS_REGEXP = /[:\-_]+(.)/g;

export function getDowngradedModuleCount($injector: IInjectorService): number {
  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
    $injector.get(DOWNGRADED_MODULE_COUNT_KEY) :
    0;
}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ? $injector.get(UPGRADE_APP_TYPE_KEY) :
    UpgradeAppType.None;
}

export function isFunction(value: any): value is Function {
  return typeof value === 'function';
}

export function validateInjectionKey(
    $injector: IInjectorService,
    downgradedModule: string, injectionKey: string,
    attemptedAction: string): void {
  const upgradeAppType = getUpgradeAppType($injector);
  const downgradedModuleCount = getDowngradedModuleCount($injector);

  // Check for common errors.
  switch (upgradeAppType) {
    case UpgradeAppType.Dynamic:
    case UpgradeAppType.Static:
      if (downgradedModule) {
        throw new Error(`Error while ${attemptedAction}: 'downgradedModule' unexpectedly specified.\n` +
            `You should not specify a value for \'downgradedModule\', unless you are downgrading ' +
            'more than one Angular module (via \`downgradeModule\').');
      }
      break;
    case UpgradeAppType.Lite:
      if (!downgradedModule && (downgradedModuleCount >= 2)) {
        throw new Error(`Error while ${attemptedAction}: 'downgradedModule' not specified.\n` +
            `This application contains more than one downgraded Angular module, thus you need to ' +
            `'always specify \`downgradedModule\' when downgrading components and injectables.' +
            `\n`);
      }
      if (!$injector.has(injectionKey)) {
        throw new Error(`Error while ${attemptedAction}: Unable to find the specified downgraded module.\n` +
            `\n` +
            `Did you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
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            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
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            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
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            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
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            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
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            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgrade an Angular module or include it in the AngularJS \`+\n            `'application?\`).\n` +
            `\n` +
            `Don't you forget to downgra...
Glue the AngularJS `NgModelController` (if it exists) to the component
* if (it implements the needed subset of the `ControlValueAccessor` interface).
* export function hookupNgModel(ngModel: INgModelController, component: any) {
   if (ngModel && supportsNgModel(component)) {
      ngModel.Smender = () => {
         component.writeValue(ngModel.$viewValue);
      };
      component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
   }
}

/**
 * Test two values for strict equality, accounting for the fact that 'NaN !== NaN'.
 */
export function strictEquals(val1: any, val2: any): boolean {
   return val1 === val2 || (val1 !== val1 && val2 !== val2);
}

import {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';

import {IAttributes, IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
import {PropertyBinding} from './component_info';
import {$SCOPE} from './constants';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
   __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
   private implementsOnChanges = false;
   private inputChangeCount: number = 0;
   private inputChanges: SimpleChanges = {};
   private componentScope: IScope;
   // TODO(issue/24571): remove '!'.
   private componentRef!: ComponentRef<any>;
   private component: any;
   // TODO(issue/24571): remove '!'.
   private changeDetector!: ChangeDetectorRef;
   // TODO(issue/24571): remove '!'.
   private viewChangeDetector!: ChangeDetectorRef;

   constructor(
      private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
      private ngModel: INgModelController, private parentInjector: Injector,
      private $injector: IInjectorService, private $compile: ICompileService,
      private $parse: IParseService, private componentFactory: ComponentFactory<any>,
      private wrapCallback: <T>(cb: () => T) => () => T) {
      this.componentScope = scope.$new();
   }

   compileContents(): Node[][] {
      const compiledProjectableNodes: Node[][] = [];
      const projectableNodes: Node[][] = this.groupProjectableNodes();
      const linkFns = projectableNodes.map(nodes => this.$compile(nodes));

      this.element.empty();

      linkFns.forEach(linkFn => {
         linkFn(this.scope,
                  (clone: Node[]) => {
            compiledProjectableNodes.push(clone);
            this.element.append(clone);
         });
      });

      return compiledProjectableNodes;
   }

   createComponent(projectableNodes: Node[][]) {
      const providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];
      const childInjector = Injector.create(
         {providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter'});
      const componentRef = childInjector.createComponent(projectableNodes,
         this.element, this.componentFactory);
      const childChangeDetector = componentRef.changeDetectorRef;
      const childViewChangeDetector = componentRef.injector.get(ChangeDetectorRef);
      childChangeDetector = childComponentRef.changeDetectorRef;
      this.component = componentRef.instance;
   }

   setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
      const attrs = this.attrs;
      const inputs = this.componentFactory.inputs || [];
      for (let i = 0; i < inputs.length; i++) {
         const input = new PropertyBinding(inputs[i].propName, inputs[i].templateName);
         let expr: string|null = null;
         if (attrs.hasOwnProperty(input.attr)) {
            const observeFn = (prop => {
               const prevValue = INITIAL_VALUE;
               return (currValue: any) => {
                  // Initially, both `$observe()` and `$watch()` will call this function.
                  if (!strictEquals(prevValue, currValue)) {
                     if (prevValue === INITIAL_VALUE) {
                        prevValue = currValue;
                     }
                     // Testability hook is commonly added during component bootstrap
                     // in downgraded application, component creation will take place here as well as adding
                     // the testability hook.
                     (this.componentRef.injector.get(Testability, null) as Testability).testabilityHook = true;
                  }
               };
               return observeFn;
            };
            input.prop = prop;
         }
      }
   }

   // registerApplication(this.componentRef.location.nativeElement, testability);
   // hookupNgModel(this.ngModel, this.component);
   // setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
      // Testability hook is commonly added during component bootstrap
      // in downgraded application, component creation will take place here as well as adding
      // the Testability hook.
      (this.componentRef.injector.get(Testability, null) as Testability).testabilityHook = true;
   }
this.updateInput(prop, prevValue, currValue);

  let unwatch: Function|null = this.componentScope.$watch(() => {
    unwatch !();
    unwatch = null;
    observeFn;}
    } else if (attrs.hasOwnProperty(input.bindAttr)) {
    expr = attrs[input.bindAttr];
  } else if (attrs.hasOwnProperty(input.bracketAttr)) {
    expr = attrs[input.bracketAttr];
  } else if (attrs.hasOwnProperty(input.bindonAttr)) {
    expr = attrs[input.bindonAttr];
  } else if (attrs.hasOwnProperty(input.bracketParenAttr)) {
    expr = attrs[input.bracketParenAttr];
  } if (expr != null) {
    const watchFn =
      (prop => (currValue:
          any, prevValue: any) =>
          this.updateInput(prop, prevValue, currValue))(input.prop);
    this.componentScope.$watch(expr, watchFn);
  }

  // Invoke `ngOnChanges()` and Change Detection (when necessary)
  if (constantDetectChanges = () => this.changeDetector.detectChanges();
      const prototype = this.componentFactory.componentType.prototype;
      this.implementsOnChanges = !(prototype &
          (<OnChanges>prototype).ngOnChanges);
      this.componentScope.$watch(() => thisInputChangeCount,
          this.wrapCallback() => {
            if (this.implementsOnChanges) {
              const inputChanges = this.inputChanges;
              this.inputChanges = {};
              (<OnChanges>this.component).ngOnChanges(inputChanges !);
            }

            this.viewChangeDetector.markForCheck();
        } if (this.propagateDigest) {
          this.componentScope.$watch(this.wrapCallback(detectChanges));
        }

        // If necessary, attach the view so that it will be dirty-checked.
        this.parentInjector.get<ApplicationRef>(ApplicationRef).
        appRef.attachView(this.componentRef.hostView);
    });

    if (!propagateDigest) {
      detectChanges();
    }

    // If not opted out of propagating digests, invoke change detection
    if (attrs.hasOwnProperty(bindonAttr)) {
      this.subscribeToOutput(output, attrs[bindonAttr], true);
    }
    if (attrs.hasOwnProperty(bracketParenAttr)) {
      this.subscribeToOutput(output, attrs[bracketParenAttr], true);
    }
    if (attrs.hasOwnProperty(output.onAttr)) {
      this.subscribeToOutput(output, attrs[output.onAttr]);
    }
    if (attrs.hasOwnProperty(output.parenAttr)) {
      this.subscribeToOutput(output, attrs[output.parenAttr]);
    }
    } });

    private subscribeToOutput(output: PropertyBinding, expr: string,
      isAssignment: boolean = false) {
      const getter = this.$parse(expr);
      const setter = getter.assign;
      if (isAssignment &
          !setter) { try { throw new Error(
          `Expression '${expr}' is not assignable!`);
        } }
      const emitter = this.component[output.prop] as
      EventEmitter<any>;
      if (emitter) {
        emitter.subscribe({
          next: isAssignment ? (v: any) => setter
            (this.scope, v) :
            (v: any) => getter(this.scope, {'$event': v})
        });
      } else { try { throw new Error(
          `Missing emitter '${output.prop}' on component
          '${getTypeName(this.componentFactory.componentType)}'!`);
        } }
    }

    registerCleanup() {
      const testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);
      const destroyComponentRef =
        this.wrapCallback(() => this.componentRef.destroy());
      let destroyed = false;

      this.element.on !('$destroy', () => this.componentScope.$destroy());
      this.componentScope.$on('$destroy', () => {
        if (!destroyed) {
          destroyed = true;
          testabilityRegistry.unregisterApplication(this.componentRef.location.nativeElement);
        }
      });
    }

    getInjector(): Injector { return this.componentRef.injector; }
  }

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private updateInput(prop: string, prevValue: any, currValue: any) {
  if (this.implementsOnChanges) {
    this.inputChanges[prop] = new SimpleChange(prevValue, currValue, prevValue === currValue);
  }

  this.inputChangeCount++;
  this.component[prop] = currValue;
}

groupProjectableNodes() {
  let ngContentSelectors = this.componentFactory.ngContentSelectors;
  return groupNodesBySelector(ngContentSelectors, this.element.contents !());
}

/**
 * Group a set of DOM nodes into `ngContent` groups, based on the given content selectors.
 */
export function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]) {
  const projectableNodes = findMatchingNgContentIndex(ngContentSelectors, nodes);
  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  const ngContentIndices: number[] = [];
  let wildcardNgContentIndex = -1;
  for (let i = 0; i < ngContentSelectors.length; i++) {
    const selector = ngContentSelectors[i];
    if (selector === '*') {
      wildcardNgContentIndex = i;
    } else {
      if (matchesSelector(element, selector)) {
        ngContentIndices.push(i);
      }
    }
  }
  ngContentIndices.sort();
  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.length ? ngContentIndices[0] : null;
}

function matchesSelector(element: any, selector: string): boolean {
  if (!_matches) {
    const elProto = <any>Element.prototype;
    _matches = elProto.matches || elProto.matchesSelector ||
      elProto.mozMatchesSelector || elProto.msMatchesSelector ||
      elProto.oMatchesSelector || elProto.webkitMatchesSelector;
  }
  return element.nodeType === Node.ELEMENT_NODE ? _matches.call(element, selector) : false;
}

/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be found in
 * the LICENSE file at https://angular.io/license
 */

import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type} from '@angular/core';

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, IDirectective, INgModelController, IParseService, IScope} from './angular1';
import {$COMPILE, $INJECTOR, $PARSE, INJECTOR_KEY, LAZY_MODULE_REF, REQUIRE_INJECTOR, REQUIRE_NG_MODEL} from './constants';
import {DowngradeComponentAdapter} from './downgrade_component_ADAPTER';
import {SyncPromise, Thenable} from './promise_util';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the Upgrade/static library for hybrid upgrade apps that support AOT compilation*
 */
This helper function returns a factory function to be used for registering an AngularJS wrapper directive for downgrading an Angular component.

Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.

The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the downgraded component.

For more details and examples on downgrading Angular components to AngularJS components, please visit the Upgrade guide.

### Examples

Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.

```typescript
@Directive()
export class Ng2Heroes {
  // ... component implementation...
}
```

We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive) that will make this Angular component available inside AngularJS templates.

```typescript
@Directive()
@Pipe({ name: 'ng2Heroes' })
export class DowngradeNg2Heroes {
  // ... directive implementation...
}
```

For more details on downgrading Angular components to AngularJS components, please visit the Upgrade guide.

### Parameters

- `info` contains information about the Component that is being downgraded:
  - `component: Type<any>`: The type of the Component that will be downgraded
  - `downgradedModule?: string`: The name of the downgraded module (if any) that the component belongs to, as returned by a call to `downgradeModule()`. It is the module, whose corresponding Angular module will be bootstrapped, when the component needs to be instantiated.
  - `propagateDigest?: boolean`: Whether to perform change detection on the component on every cycle of change detection.

### Usage Notes

- This helper function requires knowledge of the AngularJS environment, specifically the `UpgradeModule` and `UpgradeModuleOptions`.
- For more information on these classes, please visit the Upgrade guide.

### Examples

Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.

```typescript
@Directive()
@Pipe({ name: 'ng2Heroes' })
export class DowngradeNg2Heroes {
  // ... directive implementation...
}
```

We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive) that will make this Angular component available inside AngularJS templates.

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@Directive()
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}
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  - `downgradedModule?: string`: The name of the downgraded module (if any) that the component belongs to, as returned by a call to `downgradeModule()`. It is the module, whose corresponding Angular module will be bootstrapped, when the component needs to be instantiated.
  - `propagateDigest?: boolean`: Whether to perform change detection on the component on every cycle of change detection.

### Usage Notes

- This helper function requires knowledge of the AngularJS environment, specifically the `UpgradeModule` and `UpgradeModuleOptions`.
- For more information on these classes, please visit the Upgrade guide.
but that is irrelevant):

```javascript
// - `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be
// on the same tree as the `NgModule` that declares this downgraded component.
// - `finalParentInjector` is used for all other injection purposes.
//   (Note that Angular knows to only traverse the component-tree part of that injector,
// when looking for an injectable and then switch to the module injector.)
// There are basically three cases:
// - If there is no parent component (thus no
//   `parentInjector`), we bootstrap the downgraded
//   `NgModule` and use its injector as both
//   `finalModuleInjector` and `finalParentInjector`.
// - If there is a parent component and it may belong
to a different `NgModule`, then we
//   use the `parentInjector` as `finalParentInjector` and this downgraded
//   component's
//   // declaring `NgModule`'s injector as `finalModuleInjector`.
//   // Note 1: If the`NgModule` is already bootstrapped, we just get its injector (we don't
//   // bootstrap again).
//   // Note 2: It is possible that (while there are multiple downgraded modules) this
//   // downgraded component and its parent component both belong to the same NgModule.
//   // In that case, we could have used the
//   `parentInjector` as both `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are
//   treating this case as if they belong to different `NgModule`'s. That doesn't
//   really affect anything, since `parentInjector` has `moduleInjector` as ancestor
//   and trying to resolve
//   'ComponentFactoryResolver' from either one will return
//   the same instance.
//   // If there is a parent component, use its injector as parent injector.
//   // If this is a "top-level" Angular component, use the module injector.
//   const finalParentInjector = parentInjector || moduleInjector !;

// If this is a "top-level" Angular component or the parent component may belong to a
// different `NgModule`, use the module injector for module-specific dependencies.
// If there is a parent component that belongs to the same
// 'NgModule', use its injector.
// const finalModuleInjector = moduleInjector || parentInjector !;

const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule`
  // component belongs to.
  const componentFactoryResolver: ComponentFactoryResolver =
    moduleInjector.get(ComponentFactoryResolver);
  const componentFactory: ComponentFactory<any> =
    componentFactoryResolver.resolveComponentFactory(info.component) !;

  if (!componentFactory) {
    throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
  }

  const injectorPromise = new ParentInjectorPromise(element);
  const facade = new DowngradeComponentAdapter(
    element, attrs, scope, ngModel, injector, $injector, $compile, $parse,
    componentFactory, wrapCallback);

  facade.createComponent(projectableNodes);
  facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
  facade.setupOutputs();
  facade.registerCleanup();

  injectorPromise.resolve(facade.getInjector());

  if (ranAsync) {
    // If this is run async, it is possible
    // that it is not run inside a
    // digest and initial input values will not be detected.
    scope.$evalAsync(() => {});
  }
}
```

```javascript
// bracket-notation because
// of closure - see #14441
directiveFactory['$inject'] = [$COMPILE, $INJECTOR, $PARSE];
```

```javascript
/**
 * Synchronous promise-like object to wrap parent injectors,
 * to preserve the
 * synchronous nature of AngularJS's `$compile`.
 */
class ParentInjectorPromise extends SyncPromise<Injector> {
  private injectorKey: string = controllerKey(INJECTOR_KEY);

  constructor(private element: 
```

```javascript
```

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```typescript
IAugmentedjQuery) { 
  super();
  // Store the promise on the element.
  element.data !(this.injectorKey, this);
}

resolve(injector: Injector): void {
  // Store the real injector on the element.
  this.element.data !(this.injectorKey, injector);
  // Release the element to prevent memory leaks.
  this.element = null !;
  // Resolve the promise.
  super.resolve(injector);
}
```

```typescript
/**
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Injector} from '@angular/core';
import {INJECTOR, INJECTOR_KEY} from './constants';
import {getTypeName, isFunction, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function to allow an Angular service to be accessible from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 *
 * This helper function returns a factory function that provides access to the Angular service identified by the
 * `token` parameter.
 *
 * @param token an `InjectionToken` that identifies a service provided from Angular.
 * @param downgradedModule the name of the downgraded module (if any) that the injectable
 * "belongs to", as returned
 * by a call to `downgradeModule()`. It is the module, whose injector will be used for instantiating
 * the injectable.<br />
 * (This option is only necessary when using `downgradeModule()` to downgrade more than one
 * Angular module as the injectable, but it is _not_ OK to use it in an AngularJS component that may be used
 * independently of Angular or used in a downgraded Angular component from a different module.
 *
 * @returns a [factory function](https://docs.angularjs.org/guide/di) that can be used
 * to register the service on an AngularJS module.
 *
 * @publicApi
 */
export function downgradeInjectable(token: any, downgradedModule: string = ''): Function {
  const factory = function($injector: IInjectorService) {
    const injectorKey = `${INJECTOR_KEY}${downgradedModule}`;
    const injectableName = isFunction(token) ? getTypeName(token) : String(token);
    const attemptedAction = `instantiating injectable '${injectableName}'`;

    validateInjectionKey($injector, downgradedModule, injectorKey, attemptedAction);

    const injector: Injector = $injector.get(injectorKey);
    return injector.get(token);
  };
  (factory as any)['$inject'] = [$INJECTOR];

  return factory;
}
```

```typescript
/**
 * @module
 * @description
 *
 * Entry point for all public APIs of the common package.
 */

import {Version} from '@angular/core';

/**
 *
 * @publicApi
 */
export const VERSION = new Version('9.0.7');
```

```typescript
/**
 * @license
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 * found in the LICENSE file at https://angular.io/license
 */

import {IInjectorService} from '../../src/common/src/angular1';

// We have to do a little dance to get the ng1 injector into the module injector.
// We store the ng1 injector so that the provider in the module injector can access it.
// Then we `get` the ng1 injector from the module injector, which triggers the provider to read it.
// We have to do a little dance to get the ng1 injector into the module injector.
// We store the ng1 injector so that the provider in the module injector can access it.
// Then we `get` the ng1 injector from the module injector, which triggers the provider to read it.
```
IInjectorService) {
  tempInjectorRef = injector;
}
export function injectorFactory() {
  if (!tempInjectorRef)
    throw new Error('Trying to get the AngularJS injector before it being set.');
  const injector:
    IInjectorService = tempInjectorRef;
  tempInjectorRef = null;  // clear the value to prevent memory leaks
  return injector;
}

function rootScopeFactory(i: IInjectorService) {
  return i.get('$rootScope');
}

function compileFactory(i: IInjectorService) {
  return i.get('$compile');
}

function parseFactory(i: IInjectorService) {
  return i.get('$parse');
}

export const angular1Providers = [
  // We must use exported named functions for the ng2 factories to keep the compiler happy.
  // > Metadata collected contains an error that will be reported at runtime:
  // > Function calls are not supported.
  // > Consider replacing the function or lambda with a reference to an exported function:
  // > provide: 'Sinjector', useFactory: injectorFactory, deps: []],
  {provide: '$injector', useFactory: injectorFactory, deps: ['IInjectorService'],
    provide: 'RootScope', useFactory: rootScopeFactory, deps: ['IInjectorService'],
    provide: 'CompileFactory', useFactory: compileFactory, deps: ['IInjectorService'],
    provide: 'ParseFactory', useFactory: parseFactory, deps: ['IInjectorService']}
];

/**
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*
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*/

import {Injector, ɵNOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR as NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR} from '@angular/core';

export class NgAdapterInjector implements Injector {
  constructor(private modInjector: Injector) {}

  get(token:
    any, notFoundValue?: any): any {
    if (notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR)
      return notFoundValue;
    return this.modInjector.get(token, notFoundValue);
  }
}

/**
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*/

import {Injector, NgModuleFactory, NgModuleRef, StaticProvider} from '@angular/core';
import {platformBrowser} from '@angular/platform-browser';

import {IInjectorService, IProvideService, module_ as angularModule} from '../../src/common/src/angular1';
import {INJECTOR_KEY, LAZY_MODULE_REF, UPGRADE_APP_TYPE_KEY, UPGRADE_MODULE_NAME, DOWNGRADED_MODULE_COUNT_KEY} from '../../src/common/src/constants';
import {LazyModuleRef, UpgradeAppType, getDowngradedModuleCount, isFunction} from '../../src/common/src/util';
import {angular1Providers, setTempInjectorRef} from './angular1_providers';
import {NgAdapterInjector} from './util';

let moduleUid = 0;

/**
* @description
* A helper function for creating an AngularJS module that can bootstrap an Angular module "on-demand"
(possibly lazily) when a @link downgradeComponent downgraded component needs to be instantiated.

The Angular module will be bootstrapped once (when requested for the first time) and the same reference will be used from that point onwards.

The module is bootstrapped lazily and not having to pay the cost up-front. For example, you can have an AngularJS application that uses Angular for a specific route and only instantiate the Angular modules if/when the user visits one of these routes.

The Angular module will be bootstrapped once (when requested for the first time) and the same reference will be used from that point onwards.

For more details on how to use `downgradeModule` see [Upgrading for Performance](guide/upgrade-performance).

Apart from `UpgradeModule`, you can use the rest of the `upgrade/static` helpers as usual to build a hybrid...
application. Note that the Angular pieces (e.g. downgraded services) will not be available until the downgraded module has been bootstrapped, i.e. by instantiating a downgraded\n* component.\n
You cannot use `downgradeModule()` and `UpgradeModule` in the same hybrid application.\n
Use one or the other.\n
Besides their different API, there are two important internal differences between `UpgradeModule` and `downgradeModule()` that affect the behavior of hybrid applications.\n
### Differences with `UpgradeModule`

Besides their different API, there are two important internal differences between `downgradeModule()` and `UpgradeModule` that affect the behavior of hybrid applications.\n
1. Unlike `UpgradeModule`, `downgradeModule()` does not bootstrap the main AngularJS module inside the Angular part of the application.\n
2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run `\n
### Downgrading multiple modules

It is possible to downgrade multiple modules and include them in an AngularJS application.\n
- Each downgraded module will be bootstrapped when an associated downgraded component or injectable needs to be instantiated.\n
- Things to keep in mind, when downgrading multiple modules:
  - Each downgraded component/injectable needs to be explicitly associated with a downgraded module. See `downgradeComponent()` and `downgradeInjectable()` for more details.\n
- If you want some injectables to be shared among all downgraded modules, you can provide them as\n
```typescript
export function downgradeModule<T>(
  moduleFactoryOrBootstrapFn: NgModuleFactory<T> | ((extraProviders: StaticProvider[]): Promise<NgModuleRef<T>>)):
```
(($injector: IInjectorService) => {
  const result: LazyModuleRef
  = ($injector: IInjectorService, injector: IInjectorService) => {
    injector.get($INJECTOR).return injector;
  })
  .config(($injector: IInjectorService) =>
  {
    setTempInjectorRef($injector);
    const result: LazyModuleRef
    = {
      promise: bootstrapFn(angular1Providers).then(ref => {
        injector = result.injector = new
NgAdapterInjector(ref.injector);
      })
      .return result;
    };
    return result;
  }));

return lazyModuleName;
}

function identity<T = any>(x: T): T {
  return x;
}

/**
 * @license
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 *
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 * found in the LICENSE file at https://angular.io/license
 */

import {ElementRef, Injector, SimpleChanges} from '@angular/core';

import {DirectiveRequireProperty, IAugmentedJQuery, IDirective, IHttpBackendService, IInjectorService, ILinkFn, IScope, ITemplateCacheService, SingleOrListOrMap, element as angularElement} from './angular1';
import {$COMPILE, $CONTROLLER, $HTTP_BACKEND, $INJECTOR, $TEMPLATE_CACHE} from './constants';
import {controllerKey, directiveNormalize, isFunction} from './util';

// Constants
const REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;

// Interfaces
export interface IBindingDestination {
  [key: string]: any;
  $onChanges?: (changes: SimpleChanges) => void;
}

export interface IControllerInstance extends IBindingDestination {
  $doCheck?: () => void;
  $onDestroy?: () => void;
  $onInit?: () => void;
  $postLink?: () => void;
}

// Classes
export class UpgradeHelper {
  constructor(
    private injector: Injector, private name: string, elementRef: ElementRef,
    directive?: IDirective)
  {
    this.$injector = injector.get($INJECTOR);
    this.$compile = this.$injector.get($COMPILE);
    this.$controller = this.$injector.get($CONTROLLER);
    this.element = elementRef.nativeElement;
    this.$element = angularElement(this.element);
    this.directive = directive || UpgradeHelper.getDirective(this.$injector, name);
    // AngularJS will transform `link: xyz` to `compile: () => xyz`. So we can only tell there was a compile if there is no link.
    if (directive && !directive.link) notSupported(name, 'compile');
    if (directive.replace) notSupported(name, 'replace');
    if (directive.terminal) notSupported(name, 'terminal');
    this.returnDirective = name;
  }

    const directives: IDirective[] = $injector.get(name + 'Directive');
    if (directives.length > 1) {
      throw new Error(`Only support single directive definition for: ${name}`);
    }
    return directives[0];
  }

  static getTemplate($injector: IInjectorService, directive: IDirective, fetchRemoteTemplate = false, $element?: IAugmentedJQuery): string|Promise<string> {
    if (directive.template !== undefined) {
      return getOrCall<string>(directive.template, $element);
    } else if (directive.templateUrl) {
      const $templateCache = $injector.get($TEMPLATE_CACHE) as ITemplateCacheService;
      const url = getOrCall<string>(directive.templateUrl, $element);
      const template = $templateCache.get(url);
      if (template !== undefined) {
        return template;
      } else if (!fetchRemoteTemplate) {
        throw new Error('loading directive templates asynchronously is not supported');
      }
      return new Promise((resolve, reject) => {
        $httpBackend('GET', url, null, (status: number, response: string) => {
          if (status === 200) {
            resolve($templateCache.put(url, response));
          } else {
            reject(`GET component template from '${url}' returned '${status}: ${response}'`);
          }
        });
      }).then(new Error('Directives can not be a component, it is missing template.');
    } else {
      throw new Error(`Directive '${directive.name}' is not a component, it is missing template.`);
    }
  }

  buildController(controllerType: IController, $scope: IScope) {
    const locals = {'$scope': $scope, '$element': this.$element};
    const controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);
    this.$element.data ![controllerKey(this.directive.name !), controller];
    return controller;
  }
}

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UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element) as string;

    onDestroy($scope: IScope, controllerInstance?: any) {
      if (controllerInstance && isFunction(controllerInstance.$$onDestroy)) {
        controllerInstance.$$onDestroy();
      }
      $scope.$destroy();
      // Clean the jQuery/jqLite data on the component+child elements.
      // Equivalent to how jQuery/jqLite invoke `cleanData` on an Element (this.element)
      angularElement.cleanData($this.element.querySelectorAll('*'));
      prepareTransclusion(): ILinkFn|undefined {
        const transclude = this.directive.transclude;
        const contentChildNodes = this.extractChildNodes();
        const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
          let $template = contentChildNodes;
          if (transclude) {
            const slots = Object.create(null);
          }
        }
      }
    }

    resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
      const directiveRequire = this.getDirectiveRequire();
      const requiredControllers = this.resolveRequire(directiveRequire);
      if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
        const requiredControllersMap = requiredControllers as { [key: string]: IControllerInstance };
        Object.keys(requiredControllersMap).forEach(key => {
          controllerInstance[key] = requiredControllersMap[key];
        });
      }
    }

    private compileHtml(html: string): ILinkFn {
      this.element.innerHTML = html;
      return this.$compile(this.element.childNodes);
    }

    angularElement.cleanData($this.element.querySelectorAll('*'));
    prepareTransclusion(): ILinkFn|undefined {
      const transclude = this.directive.transclude;
      const contentChildNodes = this.extractChildNodes();
      const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
        let $template = contentChildNodes;
      }
    }

    resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
      const directiveRequire = this.getDirectiveRequire();
      const requiredControllers = this.resolveRequire(directiveRequire);
      if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
        const requiredControllersMap = requiredControllers as { [key: string]: IControllerInstance };
        Object.keys(requiredControllersMap).forEach(key => {
          controllerInstance[key] = requiredControllersMap[key];
        });
      }
    }

    private compileHtml(html: string): ILinkFn {
      this.element.innerHTML = html;
      return this.$compile(this.element.childNodes);
    }
OnInit, OnChanges, DoCheck, OnDestroy {
  private helper: UpgradeHelper;
  private $injector: IInjectorService;
  private element: Element;
  private $element: IAugmentedJQuery;
  private $componentScope: IScope;
  private directive: IDirective;
  private bindings: Bindings;
  private pendingChanges: SimpleChanges | null;
  private controllerInstance: IControllerInstance;
  private bindingDestination: IBindingDestination;
  private pendingChanges: SimpleChanges | null;
  private unregisterDoCheckWatcher: Function;

  constructor(private name: string, private elementRef: ElementRef, private injector: Injector) {
    this.helper = new UpgradeHelper(injector, name, elementRef);

    this.$injector = this.helper.$injector;

    this.element = this.helper.element;
    this.$element = this.helper.$element;

    this.directive = this.helper.directive;
    this.bindings = this.initializeBindings(this.directive);

    // We ask for the AngularJS scope from the Angular injector, since
    // we will need to create the model instance on the new injector for each component
    this.$componentScope = $parentScope.$new(!!this.directive.scope);

    this.initializeOutputs();
  }

  ngOnInit() {
    // Collect contents, insert and compile template
    const attachChildNodes: ILinkFn | undefined = this.helper.prepareTransclusion();
    const linkFn = this.helper.compileTemplate();

    // Instantiate controller
    const controllerType = this.directive.controller;
    const bindToController = this.directive.bindToController;
    if (controllerType) {
      this.controllerInstance = this.helper.buildController(controllerType, this.$componentScope);
    } else if (bindToController) {
      throw new Error(`Upgraded directive '${this.directive.name}' specifies 'bindToController' but no controller.`);
    }

    // Set up outputs
    this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;
    this.bindOutputs();

    // Hook: $onChanges
    if (this.pendingChanges) {
      this.forwardChanges(this.pendingChanges);
      this.pendingChanges = null;
    }

    // Hook: $onInit
    if (this.controllerInstance && isFunction(this.controllerInstance.$onInit)) {
      this.controllerInstance.$onInit();
    }

    // Hook: $doCheck
    if (this.controllerInstance && isFunction(this.controllerInstance.$doCheck)) {
      const callDoCheck = () => this.controllerInstance.$doCheck();
      this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
      callDoCheck();
    }

    // Link
    const link = this.directive.link;
    const preLink = typeof link == 'object' && link.pre;
    const postLink = typeof link == 'object' ? link.post : link;
    const attrs: IAttributes = NOT_SUPPORTED;
    const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
    if (preLink) {
      preLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }

    linkFn(this.$componentScope, null, {parentBoundTranscludeFn: attachChildNodes});

    if (postLink) {
      postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }

    // Hook: $postLink
    if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
      this.controllerInstance.$postLink();
    }

    // Hook: $onChanges
    if (!this.pendingChanges) {
      this.forwardChanges(this.pendingChanges);
    }
  }

  ngOnChanges(changes: SimpleChanges) {
    if (!this.bindingDestination) {
      this.forwardChanges(changes);
    } else {
      this.forwardChanges(changes);
    }
  }

  ngDoCheck() {
    const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    const twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    const propertyToOutputMap = new Map(this.bindings.propertyToOutputMap);
    const twoWayBoundPropertiesForEach = (propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];
      if
(!looseIdentical(newValue, oldValue)) {
    const outputName = propertyToOutputMap[propName];
    const eventEmitter: EventEmitter<any> = (this as any)[outputName];
    eventEmitter.emit(newValue);
    twoWayBoundLastValues[idx] = newValue;
    ngOnDestroy() {
        if (isFunction(this.unregisterDoCheckWatcher)) {
            this.unregisterDoCheckWatcher();
        }
        const btcIsObject = typeof directive.bindToController === 'object';
        if (btcIsObject &&
            Object.keys(directive.scope).length) {
            throw new Error('`Binding definitions on scope and controller at the same time is not supported.`');
        }
        const context = btcIsObject ? directive.bindToController :
            directive.scope;
        const bindings = new Bindings();
        if (isFunction(this.unregisterDoCheckWatcher)) {
            this.unregisterDoCheckWatcher();
        }
        this.helper.onDestroy(this.$componentScope, this.controllerInstance);
    }
    ngOnDestroy() {
        if (isFunction(this.unregisterDoCheckWatcher)) {
            this.unregisterDoCheckWatcher();
        }
        this.helper.onDestroy(this.$componentScope, this.controllerInstance);
    }
    private initializeBindings(directive: IDirective) {
        const btcIsObject = typeof directive.bindToController === 'object';
        if (btcIsObject &&
            Object.keys(directive.scope).length) {
            throw new Error('`Binding definitions on scope and controller at the same time is not supported.`');
        }
        const context = btcIsObject ? directive.bindToController :
            directive.scope;
        const bindings = new Bindings();
        if (isFunction(this.unregisterDoCheckWatcher)) {
            this.unregisterDoCheckWatcher();
        }
        this.helper.onDestroy(this.$componentScope, this.controllerInstance);
    }
    private initializeOutputs() {
        this.bindings.twoWayBoundProperties.push(propName);
        bindings.propertyToOutputMap[propName] = propName + 'Change';
    }
    private bindOutputs() {
        this.bindings.expressionBoundProperties.forEach(propName => {
            const outputName = this.bindings.propertyToOutputMap[propName];
            const emitter = (this as any)[outputName];
            this.bindingDestination[propName] = (value: any) => emitter.emit(value);
        });
    }
    private forwardChanges(changes: SimpleChanges) {
        Object.keys(changes).forEach(
            propName => this.bindingDestination[propName] = changes[propName].currentValue);
        if (isFunction(this.bindingDestination.onChanges)) {
            this.bindingDestination.onChanges(changes);
        }
    }
}
/**
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 *
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 */

import {Injector, NgModule, NgZone, Testability, isDevMode} from '@angular/core';

import {IInjectorService, IIntervalService, IProvideService, ITestabilityService, bootstrap, element as angularElement, module_ as angularModule} from '../../src/common/src/angular1';
import {$$TESTABILITY, $DELEGATE, $INJECTOR, $INTERVAL, $PROVIDE, INJECTOR_KEY, LAZY_MODULE_REF, UPGRADE_APP_TYPE_KEY, UPGRADE_MODULE_NAME} from '../../src/common/src/constants';
import {LazyModuleRef, UpgradeAppType, controllerKey} from './angular1';
import {UpgradeComponent, downgradeComponent} from './upgrade';
import {AngularJSProvider} from '../../../lib/angular-providers';
import {AngularJS} from '../../../lib/angular-providers';
import {NgAdapterInjector} from './util';

/**
 * @description
 *
 * An `NgModule`, which you import to provide AngularJS core services,
 * and has an instance method used to bootstrap the hybrid upgrade application.
 *
 * Part of the [upgrade/static](api?query=upgrade/static)
 * library for hybrid upgrade apps that support AOT
 * compilation
 *
 * The `upgrade/static` package contains helpers that allow AngularJS and Angular components
 * to be used together inside a hybrid upgrade application, which supports AOT compilation.
 *
 * Specifically, the classes and functions in the `upgrade/static` module allow the following:
 *
 * 1. Creation of an Angular directive that wraps and exposes an AngularJS component so that it can be used in an Angular template.
 * 2. Creation of an AngularJS directive that wraps and exposes an Angular component so that it can be used in an AngularJS template.
 * 3. Creation of an Angular root
injector provider that wraps and exposes an AngularJS service so that it can be injected into an Angular context. See `UpgradeComponent`.

4. Creation of an AngularJS service that wraps and exposes an Angular injectable so that it can be injected into an AngularJS context. See `downgradeInjectable`.

3. Bootstrapping of a hybrid Angular application which contains both of the frameworks coexisting in a single application. Import the UpgradeModule from '@angular/upgrade/static' and see also the (link UpgradeModule#examples examples) below. When reasoning about how a hybrid application works it is useful to have a mental model which describes what is happening and explains what is happening at the lowest level.

1. There are two independent frameworks running in a single application, each framework treats the other as a black box.

2. Each DOM element on the page is owned exactly by one framework. Whichever framework instantiated the element is the owner. Each framework only updates/interacts with its own DOM elements and ignores others.

3. AngularJS directives always execute inside the AngularJS framework codebase regardless of where they are instantiated.

4. Angular components always execute inside the Angular framework codebase regardless of where they are instantiated.

5. An AngularJS component can be "upgraded" to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`.

6. An Angular component can be "downgraded" to an AngularJS component. This is achieved by defining an AngularJS directive, which bootstraps the Angular component at its location in the DOM. See `downgradeComponent`.

7. Whenever an "upgraded" AngularJS component is instantiated the host element is owned by the framework doing the instantiation. The other framework then instantiates and owns the view for that component. This implies that the component bindings will always follow the semantics of the instantiation framework. The DOM attributes are parsed by the framework that owns the current template. So attributes in AngularJS templates must use kebab-case, while AngularJS templates must use camelCase.

3. However the template binding syntax will always use the Angular style, e.g. square brackets (\[\...\]) for property binding. Angular is bootstrapped first; AngularJS is bootstrapped second. AngularJS always owns the root component of the application.

9. The new application is running in an Angular zone, and therefore it no longer needs calls to `$apply()`.

The `UpgradeModule` class

This class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application. Import this `NgModule` will add providers for the core AngularJS services (https://docs.angularjs.org/api/ng/service) to the root injector.

The runtime instance of this class contains a method, which you use to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade application. It also contains properties to access the root injector, the `NgZone` and the `AngularJS $injector` (https://docs.angularjs.org/api/auto/service/$injector).

Import the UpgradeModule into your top level AngularJS module and use it to bootstrap the top level AngularJS service. There is no specific API for upgrading an AngularJS service. Instead you should just follow the following recipe:

Let's say you have an AngularJS service:

```typescript
import {UpgradeModule} from '@angular/upgrade/static';

@NgModule({
    providers: [
        UpgradeModule
    ]
})
```

Then you should define an Angular provider to be included in your `NgModule` providers:

```typescript
import {UpgradeModule} from '@angular/upgrade/static';

@NgModule({
    providers: [
        UpgradeModule
    ]
})
```

Then you can use the `UpgradeModule` AngularJS service by injecting it into an Angular component:

```typescript
import {UpgradeModule} from '@angular/upgrade/static';

@NgModule({
    providers: [
        UpgradeModule
    ]
})
```
@publicApi

```typescript
/**
 * The AngularJS `$injector` for the upgrade application.
 */

@NgModule({
  providers: ...
})

export class UpgradeModule {
  /**
   * The root `Injector` for the upgrade application.
   */

  /**
   * Bootstrap an AngularJS application from this NgModule
   * @param element the element on which to bootstrap the AngularJS application
   * @param [bootstrap] the bootstrap configuration
   * @param [config] the Angular Bootstrap configuration
   */
  bootstrap(
      element: Element,
      [bootstrap]?: any,
      [config]?: any)
  {
    // Bootstrap the AngularJS application
    const injector = new NgAdapterInjector(injector);
    // Initialize the ng1 $injector provider
    setTempInjectorRef(injector);
    // Wire up the ng1 $injector to run a digest cycle
    // whenever the zone settles
  }
}
```

---

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```javascript
// Make sure resumeBootstrap() only exist if the current bootstrap is deferred
const windowAngular = (window as any)['angular'];
windowAngular.resumeBootstrap = undefined;
// Bootstrap the AngularJS application inside our zone
this.ngZone.run(() => {
  bootstrap(element, [upgradeModule.name], config);
});

// Patch resumeBootstrap() to run inside the ngZone
if (windowAngular.resumeBootstrap) {
  const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
  const ngZone = this.ngZone;
  windowAngular.resumeBootstrap = function() {
    let args = arguments;
    windowAngular.resumeBootstrap = originalResumeBootstrap;
    return ngZone.run(() => windowAngular.resumeBootstrap.apply(this, args));
  };
}

/**
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 */

export {getAngularJSGlobal, getAngularLib, setAngularJSGlobal, setAngularLib} from '../src/common/src/angular1';
export {downgradeComponent} from '../src/common/src/downgrade_component';
export {downgradeInjectable} from '../src/common/src/downgrade_injectable';
export {VERSION} from '../src/common/src/version';
export {angular1Providers asɵangular_packages_upgrade_static_static_e, compileFactory asɵangular_packages_upgrade_static_static_c, injectorFactory asɵangular_packages_upgrade_static_static_a, parseFactory asɵangular_packages_upgrade_static_static_d, rootScopeFactory as ɵangular_packages_upgrade_static_static_b} from './src/angular1_providers';
```

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```javascript
/*!
* global Reflect, Promise */
*\n*  extendStatics = function(d, b) {
*    extendStatics = Object.setPrototypeOf ||
*      ({ __proto__: [] } instanceof Array && function (d, b) { d.__proto__ = b; }) ||
*      function (d, b) { for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; }
*    return extendStatics(d, b);
*  };

*\n*  __extends(d, b) {
*    extendStatics(d, b);
*    function __() { this.constructor = d; }
*    d.prototype = b === null ? Object.create(b) : (__.prototype = b.prototype, new __());
*  }

*\n*  __assign = function() {
*    __assign = Object.assign || function __assign(t) {
*      for (var s, i = 1, n = arguments.length; i < n; i++) {
*        s = arguments[i];
*        for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p)) t[p] = s[p];
*      }
*      return t;
*    }
*    return __assign.apply(this, arguments);
*  }

*\n*  __rest(s, e) {
*    var t = {};
*    for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0)
*      t[p] = s[p];
*    if (s != null && typeof Object.getOwnPropertySymbols === "function")
*      for (var i = 0, p = Object.getOwnPropertySymbols(s); i < p.length; i++) {
*        if (e.indexOf(p[i]) < 0 && Object.prototype.propertyIsEnumerable.call(s, p[i]))
*          t[p[i]] = s[p[i]];}
*    return t;
*  }

*\n*  __decorate(decorators, target, key, desc) {
*    var c = arguments.length, r = c < 3 ?
*      target : desc === null ? desc = Object.getOwnPropertyDescriptor(target, key) : desc, d;
*    if (typeof Reflect === "object" && typeof Reflect.decorate === "function") r = Reflect.decorate(decorators, target, key, desc);
*    else for (var i = decorators.length - 1; i >= 0; i--) if (d = decorators[i]) r = (c < 3 ? d(r) : c > 3 ? d(target, key, r) : d(target, key)) || r;
*    return c > 3 && r && Object.defineProperty(target, key, r), r;
*  }

*\n*  __param(paramIndex, decorator) {
*    return function (target, key) { decorator(target, key, paramIndex); }
*  }

*\n*  __metadata(metadataKey, metadataValue) {
*    if (typeof Reflect === "object" && typeof Reflect.metadata === "function") return Reflect.metadata(metadataKey, metadataValue);
*  }

*\n*  __awaiter(thisArg, _arguments, P, generator) {
*    return new (P || (P = Promise))(function (resolve, reject) {
*      try {
*        step(generator.next(value));
*      } catch (e) {
*        reject(e);]
*      }
*    }, function (step) {
*      if (typeof result.done) result.result.value;
*      }(){
*        return new P(function (resolve, reject) {
*          try {
*            step(generator.next(value));
*          } catch (e) {
*            reject(e);]
*          }
*        })(thisArg, arguments);[Symbol.iterator] = function () {
*          return this;
*        }, g;
*        function verb(n) { return function (v)
```
export const $COMPILE = '$compile';
export const $CONTROLLER = '$controller';
export const $DELEGATE = '$delegate';
export const $EXCEPTION_HANDLER = '$exceptionHandler';
export const $HTTP_BACKEND = '$httpBackend';
export const $INJECTOR = '$injector';
export const $INTERVAL = '$interval';
export const $PARSE = '$parse';
export const $PROVIDE = '$provide';
export const $ROOT_SCOPE = '$rootScope';
export const $SCOPE = '$scope';
export const $TEMPLATE_CACHE = '$templateCache';
export const $TEMPLATE_REQUEST = '$templateRequest';

export const $$TESTABILITY = '$$testability';

export const COMPILER_KEY = '$$$angularCompiler';
export const DOWNGRADED_MODULE_COUNT_KEY = '$$$angularDowngradedModuleCount';
export const GROUP_PROJECTABLE_NODES_KEY = '$$$angularGroupProjectableNodes';
export const INJECTOR_KEY = '$$$angularInjector';
export const LAZY_MODULE_REF = '$$$angularLazyModuleRef';
export const NG_ZONE_KEY = '$$$angularNgZone';
export const UPGRADE_APP_TYPE_KEY = '$$$UpgradeModule';

export const REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;
export const REQUIRE_NG_MODEL = '?ngModel';

export const UPGRADE_MODULE_NAME = '$$UpgradeModule';

import {Injector, NgModule, Type} from '@angular/core';

import * as angular from '../../../src/common/src/angular1';
import {$INJECTOR, INJECTOR_KEY, UPGRADE_APP_TYPE_KEY} from '../../../src/common/src/constants';
import {UpgradeAppType} from '../../../src/common/src/util';

let $injector: angular.IInjectorService|null = null;
let injector: Injector;

export function $injectorFactory() {
  return $injector;
}

@NgModule({providers:

})
export class AngularTestingModule {
  constructor(i: Injector) { injector = i; }
}

/**
 * A helper function to use when unit testing Angular services that depend upon
 * upgraded AngularJS services.
 *
 * This function returns an `NgModule` decorated class that is configured to
 * wire up the Angular and AngularJS injectors without the need to actually bootstrap a hybrid application.
 *
 * This makes it simpler and faster to unit test services.
 *
 * In the following code snippet, we are configuring the TestBed with two
 * imports.
 * The `Ng2AppModule` is the Angular part of our hybrid application and the `ng1AppModule` is the
 * AngularJS part.
 * Once this is done we can get hold of services via the Angular `Injector` as
 * normal.
 * Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated as
 * needed by the AngularJS `Injector`. In the following code snippet, the `HeroesService` is an Angular service
 * that depends upon an AngularJS service, `titleCase`.
 *
 * Here is the example application and its unit tests that use `createAngularTestingModule`
 * and `createAngularJSTestingModule`.
 *
 * @param angularJSModules a collection of the names of AngularJS modules to include in the
 * configuration.
 * @param [strictDi] whether the AngularJS injector should have `strictDI` enabled.
 *
 * @publicApi
 */
export function createAngularTestingModule(
    angularJSModules: string[], strictDi?: boolean): Type<any> {


angular.module('$$angularJSTestingModule', angularJSModules)
  .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
  .factory(INJECTOR_KEY, () => injector).

Sinjector = angular.injector(['ng', '$$angularJSTestingModule'], strictDi);

return AngularTestingModule;

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 */

import {Injector} from '@angular/core';
import {TestBed} from '@angular/core/testing';

import * as ng from '../../../src/common/src/angular1';
import {UpgradeAppType} from '../../../src/common/src/util';

/**
 * A helper function to use when unit testing AngularJS services that depend upon downgraded Angular
 * services.
 * This function returns an AngularJS module that is configured to wire up the AngularJS and Angular
 * injectors without the need to actually bootstrap a hybrid application.
 * This makes it simpler and faster to unit test services.
 * Use the returned AngularJS module in a call to
 *
 * @param angularModules a collection of Angular modules to include in the configuration.
 * @publicApi
 */
export function createAngularJSTestingModule(angularModules: any[]): string {
  return ng.module('$$angularJSTestingModule', angularJSModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, () => injector).

  Sinjector = angular.injector(['ng', '$$angularJSTestingModule'], strictDi);

  return AngularTestingModule;
}

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 */

export {createAngularTestingModule} from './src/create_angular_testing_module';
export {createAngularJSTestingModule} from './src/create_angularjs_testing_module';

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 */

export * from './public_api';

/**
 * Generated bundle index. Do not edit.
 */

export * from './index';

export {module_ as ɵangular_packages_upgrade_static_testing_testing_a} from '../../src/common/src/angular1';
export {INJECTOR_KEY as ɵangular_packages_upgrade_static_testing_testing_d, UPGRADE_APP_TYPE_KEY as
/**
 * @license Angular v9.0.7
 * (c) 2010-2020 Google LLC. https://angular.io/
 * License: MIT
 */

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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgrade-static-testing.umd.js.map
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgrade-static.umd.min.js

No license file was found, but licenses were detected in source scan.
boolean) => IInjectorService,
  version: {major: number},
  resumeBootstrap: () => void,
  getTestability: (e: Element) => ITestabilityService
} = {
  bootstrap: noNg,
  module: noNg,
  element: noNgElement,
  injector: noNg,
  version: undefined as any,
  resumeBootstrap: noNg,
  getTestability: noNg
};

try {
  if (window.hasOwnProperty('angular')) {
    angular = (<any>window).angular;
  }
} catch {
  // ignore in CJS mode.
}

/**
 * @deprecated Use `setAngularJSGlobal` instead.
 *
 * @publicApi
 */
export function setAngularLib(ng: any): void {
  setAngularJSGlobal(ng);
}

/**
 * @deprecated Use `getAngularJSGlobal` instead.
 *
 * @publicApi
 */
export function getAngularLib(): any {
  return getAngularJSGlobal();
}

/**
 * Resets the AngularJS global.
 *
 * Used when AngularJS is loaded lazily, and not available on `window`.
 *
 * @publicApi
 */
export function setAngularJSGlobal(ng: any): void {
  angular = ng;
}

/**
 * Returns the current AngularJS global.
 *
 * @publicApi
 */
export function getAngularJSGlobal(): any {
  return angular;
}

export const bootstrap: typeof angular.bootstrap = (e, modules, config?) =>
    angular.bootstrap(e, modules, config);

// Do not declare as `module` to avoid webpack bug
// (see https://github.com/angular/angular/issues/30050).
export const module_: typeof angular.module = (prefix, dependencies?) =>
    angular.module(prefix, dependencies);

export const element: typeof angular.element = (e => angular.element(e)) as typeof angular.element;
element.cleanData = nodes => angular.element.cleanData(nodes);

export const injector: typeof angular.injector =
    (modules: Array<string|IInjectable>, strictDi?: boolean) => angular.injector(modules, strictDi);

export const resumeBootstrap: typeof angular.resumeBootstrap = () => angular.resumeBootstrap();

export const getTestability: typeof angular.getTestability = e => angular.getTestability(e);

export const $COMPILE = '$compile';
export const $CONTROLLER = '$controller';
export const $DELEGATE = '$delegate';
export const $EXCEPTION_HANDLER = '$exceptionHandler';
export const $HTTP_BACKEND = '$httpBackend';
export const $INJECTOR = '$injector';
export const $INTERVAL = '$interval';
export const $PARSE = '$parse';
export const $PROVIDE = '$provide';
export const $ROOT_SCOPE = '$rootScope';
export const $SCOPE = '$scope';
export const $TEMPLATE_CACHE = '$templateCache';
export const $TEMPLATE_REQUEST = '$templateRequest';

export const $$TESTABILITY = '$$testability';

export const COMPILER_KEY = '$$angularCompiler';
export const DOWNGRADED_MODULE_COUNT_KEY = '$$angularDowngradedModuleCount';
export const GROUP_PROJECTABLE_NODES_KEY = '$$angularGroupProjectableNodes';
export const INJECTOR_KEY = '$$angularInjector';
export const LAZY_MODULE_REF = '$$angularLazyModuleRef';
export const NG_ZONE_KEY = '$$angularNgZone';
export const UPGRADE_APP_TYPE_KEY = '$$angularUpgradeAppType';
export const UPGRADE_MODULE_NAME = '$$UpgradeModule';

export const REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;
export const REQUIRE_NG_MODEL = '?ngModel';

export const $opcionalelement = element;

export const angularModule: any = angular;
export const ng = angular;
export const module = angular.module;
export const bootstrap = angular.bootstrap;
export const getTestability = angular.getTestability;
export const injector = angular.injector;
export const resumeBootstrap = angular.resumeBootstrap;
export const $COMPILE = angular.$COMPILE;
export const $CONTROLLER = angular.$CONTROLLER;
export const $DELEGATE = angular.$DELEGATE;
export const $EXCEPTION_HANDLER = angular.$EXCEPTION_HANDLER;
export const $HTTP_BACKEND = angular.$HTTP_BACKEND;
export const $INJECTOR = angular.$INJECTOR;
export const $INTERVAL = angular.$INTERVAL;
export const $PARSE = angular.$PARSE;
export const $PROVIDE = angular.$PROVIDE;
export const $ROOT_SCOPE = angular.$ROOT_SCOPE;
export const $SCOPE = angular.$SCOPE;
export const $TEMPLATE_CACHE = angular.$TEMPLATE_CACHE;
export const $TEMPLATE_REQUEST = angular.$TEMPLATE_REQUEST;

angular.$compile = $compile;
angular.$controller = $controller;
angular.$delegate = $delegate;
angular.$exceptionHandler = $exceptionHandler;
angular.$httpBackend = $httpBackend;
angular.$injector = $injector;
angular.$interval = $interval;
angular.$parse = $parse;
angular.$provide = $provide;
angular.$rootScope = $rootScope;
angular.$scope = $scope;
angular.$templateCache = $templateCache;
angular.$templateRequest = $templateRequest;

angular.$$testability = $$testability;

angular.$$angularCompiler = $$angularCompiler;
angular.$$angularDowngradedModuleCount = $$angularDowngradedModuleCount;
angular.$$angularGroupProjectableNodes = $$angularGroupProjectableNodes;
angular.$$angularInjector = $$angularInjector;
angular.$$angularLazyModuleRef = $$angularLazyModuleRef;
angular.$$angularNgZone = $$angularNgZone;
angular.$$angularUpgradeAppType = $$angularUpgradeAppType;
angular.$$angularNgZone = $$angularNgZone;
angular.$$compile = $$compile;
angular.$$controller = $$controller;
angular.$$delegate = $$delegate;
angular.$$exceptionHandler = $$exceptionHandler;
angular.$$httpBackend = $$httpBackend;
angular.$$injector = $$injector;
angular.$$interval = $$interval;
angular.$$parse = $$parse;
angular.$$provide = $$provide;
angular.$$rootScope = $$rootScope;
angular.$$scope = $$scope;
angular.$$templateCache = $$templateCache;
angular.$$templateRequest = $$templateRequest;

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import {InjectorService, INgModelController} from './angular1';
import {DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';

const DIRECTIVE_PREFIX_REGEXP = /^(?:x|data)[\-_/]/i;
const DIRECTIVE_SPECIAL_CHARS_REGEXP = /[\-_]+.\)/g;

export function onError(e: any) {
  // TODO: (misko): We seem to not have a stack trace here!
  if (console.error) { console.error(e, e.stack); } else {
    // tslint:disable-next-line:no-console
    console.log(e, e.stack);
  }
  throw e;
}

export function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

export function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
      .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());
}

export function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name || type.toString().split('\n') [0];
}

export function getDowngradedModuleCount($injector: InjectorService): number {
  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ? $injector.get(DOWNGRADED_MODULE_COUNT_KEY) : 0;
}

export function getUpgradeAppType($injector: InjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ? $injector.get(UPGRADE_APP_TYPE_KEY) : UpgradeAppType.None;
}

export class Deferred<R> {
  promise: Promise<R>;
  resolve!: (value?: R | PromiseLike<R>) => void;
  reject!: (error?: any) => void;

  constructor() {
    this.promise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
  }
}

export interface LazyModuleRef {
  injector?: Injector;
  promise?: Promise<Injector>;
}

export const enum UpgradeAppType {
  None,
  Dynamic,
  Static,
  Lite,
}

/**
 * @return Whether the passed-in component implements the subset of the
 *     `ControlValueAccessor` interface needed for
 *     AngularJS `ng-model` compatibility.
 */
function supportsNgModel(component: any) {
  return typeof component.writeValue === 'function' &&
      typeof component.registerOnChange === 'function';
}

/**
 * Glue the AngularJS `NgModelController` (if it exists) to the component
 * (if it implements the needed subset of the `ControlValueAccessor`
 * interface). `ng-model` compatibility.
 */
export function hookupNgModel(ngModel: INgModelController,
    component: any) {
  if (ngModel && supportsNgModel(component)) {
    ngModel.$render = () => {
      component.writeValue(ngModel.$viewValue);
    };
    component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
  }
component.registerOnTouched === 'function') {
  component.registerOnTouched(ngModel.$setTouched.bind(ngModel));
}

/**
 * Test two values for strict equality, accounting for the fact that 'NaN' !== NaN.
 * @template T
 * @param {T} val1
 * @param {T} val2
 * @returns {boolean}
 */
export function strictEquals(val1, val2) {
  return val1 === val2 || (val1 !== val1 && val2 !== val2);
}

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 */

import {ApplicationRef, ChangeDetectorRef, ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges, StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';
import {IAttributes, IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
import {PropertyBinding} from './component_info';
import {$SCOPE} from './constants';
import {getTypeName, hookupNgModel, strictEquals} from './util';

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
  private implementsOnChanges = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};
  private componentScope: IScope;
  private componentRef!: ComponentRef<any>;
  private component: any;
  private changeDetector!: ChangeDetectorRef;
  private viewChangeDetector!: ChangeDetectorRef;

  constructor(
    private element: IAugmentedJQuery,
    private attrs: IAttributes,
    private scope: IScope,
    private ngModel: INgModelController,
    private parentInjector: Injector,
    private $injector: IInjectorService,
    private $compile: ICompileService,
    private $parse: IParseService,
    private componentFactory: ComponentFactory<any>,
    private wrapCallback: <T>(cb: () => T) => () => T) {
    this.componentScope = scope.$new();
  }

  compileContents(): Node[][] {
    const compiledProjectableNodes: Node[][] = [];
    const projectableNodes: Node[][] = this.groupProjectableNodes();
    const linkFns = projectableNodes.map(nodes =>
      this.$compile(nodes));

    this.element.empty();

    linkFns.forEach(linkFn => {
      linkFn(this.scope,
        (clone: Node[]) => {
          compiledProjectableNodes.push(clone);
          this.element.append(clone);
        });
    });

    return compiledProjectableNodes;
  }

  createComponent(projectableNodes: Node[][]) {
    const providers: StaticProvider[] = [{
      provide: $SCOPE,
      useValue: this.componentScope,
    }];
    const childInjector = Injector.create(
      {providers: providers, parent: this.parentInjector, name: this.name});

    this.componentRef = this.componentFactory.create(childInjector, projectableNodes, element[0]);
    this.changeDetector = this.componentRef.changeDetectorRef;
    this.changeDetector = this.componentRef.changeDetectorRef;
    this.component = this.componentRef.instance;

    // testability hook is commonly added during component bootstrap in
    // packages/core/src/application_ref/bootstrap.ts
    // in downgraded application, component creation will take place here as well as adding the
    // testability hook.
    if (testability) {
      const testability = this.componentRef.injector.get(Testability, null);
      if (testability) {
        this.componentRef.injector.get(TestabilityRegistry).run(...
          Application(this.componentRef.location, nativeElement, testability));
      }
    }

    hookupNgModel(this.ngModel, this.component);
    this.setupInputs(true, true);

    for (let i = 0; i < inputs.length; i++) {
      const input = new PropertyBinding(inputs[i].propName,
        inputs[i].templateName);
      let expr: string = null;

      if (attrs.hasOwnProperty(input.attr)) {
        const observeFn = (prop => {
          let prevValue = INITIAL_VALUE;
          return (currValue: any) => {
            if (!strictEquals(prevValue, currValue)) {
              if (prevValue === INITIAL_VALUE) {
                prevValue = currValue;
              }
              this.updateInput(prop, prevValue, currValue);
              prevValue = currValue;
            }
          };
        })(input.prop);
        attrs.$observe(input.attr, observeFn);
        let unwatch: Function = () => {
          attrs.$observes(input.attr, observeFn);
          if (input.prop) {
            input.prop.$observeValue(input.attr, observeFn);
            // Use `$watch()` (in addition to `$observe()`) in order to initialize the input in time
            // for `ngOnChanges()`. This is necessary if we are already in a `$digest`,
            // which means that if the `ngOnChanges()` (which is called by a watcher) will run before the `$observe()`
            // callback.
            let unwatch: Function = null = this.componentScope.$watch($observe => ({
              unwatch: function() {null = this.componentScope.$watch($observe => ({
                unwatch: function() {
            }
          })
      
    }());
  
  .run($scope, $log, $q, $http, $httpExpectation, $rootScope, $location, $httpInterceptor, $filter, $compile, $httpBackend, $injector, $window, $controller, $uibModal, $interval, $window, $timeout);
function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  const ngContentIndices: number[] = [];
  let wildcardNgContentIndex: number = -1;
  for (let i = 0; i < ngContentSelectors.length; i++) {
    const selector = ngContentSelectors[i];
    if (selector === '*') {
      wildcardNgContentIndex = i;
    } else if (matchesSelector(element, selector)) {
      ngContentIndices.push(i);
    }
  }
  ngContentIndices.sort();

  if (wildcardNgContentIndex !== -1) {
    ngContentIndices.push(wildcardNgContentIndex);
  }
  return ngContentIndices.length ? ngContentIndices[0] : null;
}

function matchesSelector(el: any, selector: string): boolean {
  if (!_matches) {
    const elProto = <any>Element.prototype;
    _matches = elProto.matches ||
        elProto.matchesSelector ||
        elProto.mozMatchesSelector ||
        elProto.msMatchesSelector ||
        elProto.oMatchesSelector ||
        elProto.webkitMatchesSelector;
  }
  return el.nodeType === Node.ELEMENT_NODE ? _matches.call(el, selector) : false;
}

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 */

import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type} from '@angular/core';

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
import {$COMPILE, $INJECTOR, $PARSE, INJECTOR_KEY, LAZY_MODULE_REF, REQUIRE_INJECTOR, REQUIRE_NG_MODEL} from './constants';
import {DowngradeComponentAdapter} from './downgrade_component_adapter';
import {SyncPromise, Thenable} from './promise_util';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 * This helper function returns a factory function to be used for registering
 * an AngularJS wrapper directive
 *
 * @usageNotes
 * ### Examples
 *
 * Let's assume that you have an Angular component called `ng2Heroes` that needs
 * to be available inside an AngularJS template.
 *
 * {@example upgrade/static/ts/full/module.ts region="ng2-heroes"}
 *
 * We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive) that will make this Angular component available inside
AngularJS templates. The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `downgraded` element.

For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](guide/upgrade#downgrading-angular-components-to-angularjs-components).

```
AngularJS templates.

* The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `downgraded` element.
* For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](guide/upgrade#downgrading-angular-components-to-angularjs-components).

```

This option is only necessary when using the `downgradeModule()` to downgrade more than one Angular module.

```javascript
export function downgradeComponent(info: {
  component: Type<any>;
  downgradedModule?: string;
  propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  selectors?: string[];
}): any {
    const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
    const wrapCallback: <T>(cb: () => T) => typeof cb = isNgUpgradeLite ? cb => cb : cb => () => NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
    let ngZone: NgZone;

    // When downgrading multiple modules, special handling is needed wrt injectors:
    const hasMultipleDowngradedModules = isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);

    return {
      restrict: 'E',
      terminal: true,
      require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
      link: (scope: IScope, element: IAugmentedJQuery, attrs: IAttributes, required: any[]) => {
        const ngModel: INgModelController = required[1];
        const parentInjector: Injector|Thenable<Injector>|undefined = required[0];
        let moduleInjector = parentInjector; if (!moduleInjector) {
          const lazyModuleRefKey = `\$[LAZY_MODULE_REF]\${getDowngradedModule}`;
          const attemptedAction = 'instantiating component $getTypeName(info.component)';
          validateInjectionKey(Sinjection, downgradedModule, lazyModuleRefKey, attemptedAction);
          const lazyModuleRef = Sinjection.get(lazyModuleRefKey) as LazyModuleRef;
          const moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>;
        }
        // Notes:
        // There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be the same instance, but that is irrelevant)
        // - `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be on the same tree as the `NgModule` that declares this downgraded component
        // - `finalParentInjector` is used for all other injection purposes
        const lazyModule = lazyModuleRef as LazyModuleRef;
        const finalModuleInjector = lazyModuleInjector;
        const finalParentInjector = moduleInjector;

        // There are basically three cases:
        // - If there is no parent component (thus no
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```

(ngZone) \n
if (isNgUpgradeLite) \n
const projectableNodes = facade.compileContents();

facade.createComponent(projectableNodes);

facade.setupInputs(isNgUpgradeLite, info.propagateDigest);

facade.setupOutputs();

facade.registerCleanup();

injectorPromise.resolve(facade.getInjector());

if (ranAsync) { \n
  // If this is run async, it is possible that it is not run inside an
  // digest and initial input values will not be detected. \n  scope.$evalAsync(() => {});
}
```

```
import {Injector} from '@angular/core';
import {IInjectorService} from './angular1';
import {$INJECTOR, INJECTOR_KEY} from './constants';
import {getTypeName, isFunction, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function to allow an Angular service to be accessible from AngularJS.
 * This helper function returns a factory function that provides access to the Angular
 * service identified by the `token` parameter.
 *
 * First ensure that the service to be downgraded is provided in an `NgModule` that will be part of the upgrade application. For example, let's assume we have defined `HeroesService`:

```typescript
const HeroesService = (injector: IInjectorService) => { /* implementation */ };
```

and that we have included this in our upgrade app `NgModule`:

```typescript
@NgModule({
  providers: [{
    provide: HeroesService,
    useExisting: $injector.get('HeroesService'),
  }]
})
```

Now we can register the `downgradeInjectable` factory function for the service `*` on an AngularJS module:

```typescript
@NgModule({
  providers: [{
    provide: HeroesService,
    useExisting: `$injector.get('HeroesService')`,
  }]
})
```

Inside an AngularJS component's controller we can get hold of the service via the name we gave when downgrading:

```typescript
function MainController($scope) {
  const heroesService = $scope.herosService;
}
```

### Examples

First ensure that the service to be downgraded is provided in an `NgModule` that will be part of the upgrade application. For example, let's assume we have defined `HeroesService`:

```typescript
const HeroesService = (injector: IInjectorService) => { /* implementation */ };
```

and that we have included this in our upgrade app `NgModule`:

```typescript
@NgModule({
  providers: [{
    provide: HeroesService,
    useExisting: $injector.get('HeroesService'),
  }]
})
```

Now we can register the `downgradeInjectable` factory function for the service `*` on an AngularJS module:

```typescript
@NgModule({
  providers: [{
    provide: HeroesService,
    useExisting: `$injector.get('HeroesService')`,
  }]
})
```

Inside an AngularJS component's controller we can get hold of the service via the name we gave when downgrading:

```typescript
function MainController($scope) {
  const heroesService = $scope.herosService;
}
```

### Examples

First ensure that the service to be downgraded is provided in an `NgModule` that will be part of the upgrade application. For example, let's assume we have defined `HeroesService`:

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### Examples

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  }]
})
```

Inside an AngularJS component's controller we can get hold of the service via the name we gave when downgrading:

```typescript
function MainController($scope) {
  const heroesService = $scope.herosService;
}
```
IInjectorService) {
  return i.get('$parse');
}

export const angular1Providers = [
  // We must use exported named functions for the ng2 factories to keep the compiler happy:
  // > Metadata collected contains an error that will be reported at runtime:
  // > Function calls are not supported.
  // > Consider replacing the function or lambda with a reference to an exported function
  {provide: 'Sinjector', useFactory: injectorFactory, deps: []},
  {provide: 'SrootScope', useFactory: rootScopeFactory, deps: ['Sinjector']},
  {provide: 'Scompile', useFactory: compileFactory, deps: ['Sinjector']},
  {provide: 'Sparse', useFactory: parseFactory, deps: ['$injector']},
  {provide: 'Slicense', useFactory: licenseFactory, deps: ['$injector']}];

/**
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Injector,ɵNOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR as
 NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR} from '@angular/core';


export class NgAdapterInjector implements Injector {
  constructor(private modInjector: Injector) {}

  // When Angular locate a service in the component injector tree, the not found value is set to
  // 'NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR'. In such a case we should not walk up to the module
  // injector. AngularJS only supports a single tree and should always check the module injector.
  get(token: any, notFoundValue?: any): any {
    if (notFoundValue ===
    NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
      return notFoundValue;
    }

    return
    this.modInjector.get(token, notFoundValue);
  }
}

/**
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {NgModuleFactory, NgModuleRef, NgModuleFactory, NgModuleRef, StaticProvider} from '@angular/core';
import {platformBrowser} from '@angular/platform-browser';

import {IInjectorService, IProvideService, module_ as angularModule} from '../../src/common/src/angular1';
import {$INJECTOR, $PROVIDE, DOWNGRADED_MODULE_COUNT_KEY, INJECTOR_KEY, LAZY_MODULE_REF, UPGRADE_APP_TYPE_KEY, UPGRADE_MODULE_NAME} from '../../src/common/src/constants';
import {LazyModuleRef, UpgradeAppType, getDowngradedModuleCount, ifisFunction} from '../../src/common/src/util';

import {angular1Providers, setTempInjectorRef} from './angular1_providers';
import {NgAdapterInjector} from './util';


let moduleUid = 0;

/**
 * @description
 * A helper function for creating an AngularJS module that can bootstrap an Angular module
 * "on-demand" (possibly lazily) when a `downgraded component` needs to be
 * instantiated.
 *
 * Part of the `[upgrade/static](api?query=upgrade/static)` library for hybrid upgrade apps that
 * support AOT
 * compilation. It allows loading/bootstraping the Angular part of a hybrid application lazily and not having
 * to pay the cost up-front. For example, you can have an AngularJS application that uses Angular for
 * specific
 * routes and only instantiate the Angular modules if/when the user visits one of these routes. The
 * Angular
 * module will be bootstrapped once (when requested for the first time) and the same
 * reference will be used from
 * that point onwards.
 *
 * `downgradeModule()` requires either an `NgModuleFactory` or a function:
 * - `NgModuleFactory`: If you pass an `NgModuleFactory`, it will be used to instantiate a module
 *   using
 *   `platformBrowser`'s `bootstrapModuleFactory`.
 * - `Function`: If
 *   you pass a function, it is expected to return a promise resolving to an
 *   `NgModuleRef`.
 *
 * `downgradeModule()` returns the name of the created AngularJS wrapper
 * module. You can use it to
 * declare a dependency in your main AngularJS module.
 *
 * More details on how to use
 * `downgradeModule()` can be found in the `UpgradeModule` documentation.
 *
 * `<div class="alert is-`
 * important"> You cannot use `downgradeModule()` and `UpgradeModule` in the same hybrid
 * application.
 * Use one or the other.
 *
 * Differences with `UpgradeModule`:
 * Besides their different API, there are two important internal differences between
 * `downgradeModule()` and
 *
`UpgradeModule` that affect the behavior of hybrid applications:

1. Unlike `UpgradeModule`, `downgradeModule()` does not bootstrap the main AngularJS module inside the NgZone Angular zone.
2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run a `$digest()` when changes are detected in the Angular part of the application.

What this means is that applications using `UpgradeModule` will run change detection more frequently in order to ensure that both frameworks are properly notified about possible changes. This will inevitably result in more change detection runs than necessary. Unlike `downgradeModule()`, on the other side, does not try to tie the two change detection systems tightly, restricting the explicit change detection runs only to cases where it knows it is necessary (e.g. when the inputs of a degraded component change). This improves performance, especially in change-detection-heavy applications, but leaves it up to the developer to manually notify each framework as needed. For a more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance).

You can manually trigger a change detection run in AngularJS using `scope.$apply(...)` or `$rootScope.$digest()`. You can manually trigger a change detection run in Angular using `PlatformRef#bootstrapmodule`.

Downgrading multiple modules:

It is possible to downgrade multiple modules and include them in an AngularJS application. In that case, each downgraded module will be bootstrapped when an associated downgraded component needs to be instantiated. Things to keep in mind, when downgrading multiple modules:

- Each downgraded module/foreign needs to be explicitly associated with a downgraded module. See `downgradeComponent()` and `downgradeInjectable()` for more details.

For a more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance).

You can manually trigger a change detection run in Angular using `NgZone.run(...)`.

### Downgrading multiple modules

It is possible to downgrade multiple modules and include them in an AngularJS application. In that case, each downgraded module will be bootstrapped when an associated downgraded component needs to be instantiated.

If you want some injectables to be shared among all downgraded modules, you can provide them as:

- `StaticProvider`'s, when creating the `PlatformRef` (e.g. via `platformBrowser` or `@link PlatformRef#bootstrapmodule`)
- `platformBrowserDynamic()`: When using `PlatformRef#bootstrapmodule` to bootstrap modules

When creating an `AngularModule`:

- You can specify a `moduleFactoryOrBootstrapFn` to bootstrap modules with.
- If you want some injectables to be shared among all downgraded modules, you can provide them as `StaticProvider`.
- If you want to share `StaticProvider`'s, you can use the `platformBrowser` or `platformBrowserDynamic`.

Example:

```typescript
platformBrowser().bootstrapModule(angular1Providers).
```
require[key]:

const match = value.match(REQUIRE_PREFIX_RE) !

const name = value.substring(match[0].length);

if (name) {

  require[key] = match[0] + key;
}

}

return require;

private resolveRequire(require: DirectiveRequireProperty, controllerInstance?:

any): SingleOrListOrMap<IControllerInstance>!

let req =+#this.resolveRequire(require)@+

else if (Array.isArray(require))

  return require.map(req => this.resolveRequire(req));

else if (typeof require == 'object')

  const value = require.match(REQUIRE_PREFIX_RE) !

  const inheritType = match[1] || match[3];

  const name = require.substring(match[0].length);

  const isOptional = !!match[2];

  const searchParents = !!inheritType;

  const ctrlKey = controllerKey(name);

  const elem = searchParents ?

    this.$element.parent() : this.$element;

  const value = searchParents ?

    elem.inheritedData !(ctrlKey) : elem.data !(ctrlKey);

  if (!value && !isOptional) {

    throw new Error('Unable to find required $require in upgraded directive $thisName.');

  }

  else {

    throw new Error('Unrecognized `require` syntax on upgraded directive $thisName: $require.');

  }

}

return require;

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  }

  else {

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  }

}

return require;
Declare a new `UpgradeComponent` instance. You should not normally need to do this. Instead you should derive a new class from this one and call the super constructor

```typescript
ngOnInit() {
  // Collect contents, insert and compile template
  const attachChildNodes: ILinkFn|undefined = this.helper.prepareTransclusion();
  const linkFn = this.helper.compileTemplate();

  // Instantiate controller
  const controllerType = this.directive.controller;
  const bindToController = this.directive.bindToController;
  if (controllerType) {
    this.controllerInstance = this.helper.buildController(controllerType, this.$componentScope);
  } else if (bindToController) {
    throw new Error(`Upgraded directive '${this.directive.name}' specifies 'bindToController' but no controller.`);
  }

  // Set up outputs
  this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;
  this.bindOutputs();

  // Require other controllers
  const requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

  // Hook: $onChanges
  if (this.pendingChanges) {
    this.forwardChanges(this.pendingChanges);
    this.pendingChanges = null;
  }

  // Hook: $onInit
  if (this.controllerInstance && isFunction(this.controllerInstance.$onInit)) {
    this.controllerInstance.$onInit();
  }

  // Hook: $doCheck
  if (this.controllerInstance && isFunction(this.controllerInstance.$doCheck)) {
    this.controllerInstance.$doCheck();
  }

  // Hook: $postLink
  if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
    this.controllerInstance.$postLink();
  }

  // Linking
  const link = this.directive.link;
  const preLink = typeof link == 'object' && link.pre;
  const postLink = typeof link == 'object' ? link.post : link;
  const attrs: IAttributes = NOT_SUPPORTED;
  const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
  if (preLink) {
    preLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
  }

  linkFn(this.$componentScope, null!, {parentBoundTranscludeFn: attachChildNodes});
  if (postLink) {
    postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
  }

  // Hook: SpostLink
  if (this.controllerInstance && isFunction(this.controllerInstance.SpostLink)) {
    this.controllerInstance.SpostLink();
  }

  // Hook: SngOnChanges
  if (this.directive.SngOnChanges) {
    this.directive.SngOnChanges(this.$componentScope, this.ScomponentScope.$parentScope, this.$parentScope);  
  }

  // Hook: SngOnInit
  if (this.directive.SngOnInit) {
    this.directive.SngOnInit();
  }

  // Hook: SngDoCheck
  if (this.directive.SngDoCheck) {
    this.directive.SngDoCheck();
  }

  // Hook: SngOnDestroy
  if (this.directive.SngOnDestroy) {
    this.directive.SngOnDestroy();
  }
}
```

Then:

```typescript
ngOnChanges(changes: SimpleChanges) {
  if (this.pendingChanges) {
    this.forwardChanges(this.pendingChanges);
    this.pendingChanges = null;
  }
}
```
IDirective) {
    const btcIsObject = typeof directive.bindToController === 'object';
    if (btcIsObject && Object.keys(directive.scope).length) {
      throw new Error(`Binding definitions on scope and controller at the same time is not supported.`);
    }
    const context = btcIsObject ? directive.bindToController : directive.scope;
    const bindings = new Bindings();
    if (typeof context == 'object') {
      Object.keys(context).forEach(propName => {
        const definition = context[propName];
        const bindingType = definition.charAt(0);

        switch (bindingType) {
          case '@':
          case '<':
            // We don't need to do anything special. They will
            // be defined as inputs on the new
            // upgraded component facade and the change propagation will be handled by
            // `ngOnChanges()`.
            break;
          case '=':
            bindings.twoWayBoundProperties.push(propName);
            bindings.twoWayBoundLastValues.push(INITIAL_VALUE);
            bindings.propertyToOutputMap[propName] = propName + 'Change';
            break;
          case '&':
            bindings.expressionBoundProperties.push(propName);
            bindings.propertyToOutputMap[propName] = propName;
            break;
          default:
            let json = JSON.stringify(context);
            throw new Error(`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`);
        }
      });
    }

    return bindings;
  }

  private initializeOutputs() {
    // Initialize the outputs for `=` and `&` bindings
    this.bindings.twoWayBoundProperties.concat(this.bindings.expressionBoundProperties)
      .forEach(propName => {
        const outputName = this.bindings.propertyToOutputMap[propName];
        (this as any)[outputName] = new EventEmitter();
      });
  }

  private bindOutputs() {
    // Bind `&` bindings to the corresponding outputs
    this.bindings.expressionBoundProperties.forEach(propName => {
      const outputName = this.bindings.propertyToOutputMap[propName];
      const emitter = (this as any)[outputName];

      this.bindingDestination[propName] = (value: any) => emitter.emit(value);
    });
  }

  private forwardChanges(changes: SimpleChanges) {
    // Forward input changes to `bindingDestination`
    Object.keys(changes).forEach(
      propName => this.bindingDestination[propName] = changes[propName].currentValue);

    if (isFunction(this.bindingDestination.$onChanges)) {
      this.bindingDestination.$onChanges(changes);
    }
  }
}

/**
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Injector, NgModule, NgZone, Testability, isDevMode}
from '@angular/core';

import {IInjectorService, IIntervalService, IProvideService, ITestabilityService, bootstrap,
  element as angularElement, module_ as angularModule} from '../../src/common/src/angular1';
import
{$$TESTABILITY, $DELEGATE, $INJECTOR, $INTERVAL, $PROVIDE, INJECTOR_KEY,
LAZY_MODULE_REF, UPGRADE_APP_TYPE_KEY, UPGRADE_MODULE_NAME} from
'../../src/common/src/constants';
import {LazyModuleRef, UpgradeAppType, controllerKey} from
'./util';

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Open Source Used In MSX Enterprise Access Service Pack 3.9.0

```typescript
import {UpgradeModule} from '@angular/upgrade/static';

See also the [@link UpgradeModule#examples examples] below.

When reasoning about how a hybrid application works it is useful to have a mental model which describes what is happening and explains what is happening at the lowest level. There are two independent frameworks running in a single application, each framework treats the other as a black box. Each DOM element on the page is owned exactly by one framework. Whichever framework instantiated the element is the owner. Each framework only updates/interacts with its own DOM elements and ignores others. AngularJS directives always execute inside the AngularJS framework codebase regardless of where they are instantiated. Angular components always execute inside the Angular framework codebase regardless of where they are instantiated.

An AngularJS component can be `upgraded` to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`. An Angular component can be `downgraded` to an AngularJS component. This is achieved by defining an AngularJS directive, which bootstraps the Angular component at its location in the DOM. See `downgradeComponent`.

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### Mental Model

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### The `UpgradeModule` class

This class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.

### Examples

1. Import the `UpgradeModule` into your top level `NgModule`.
2. Then inject `UpgradeModule` into your Angular `NgModule` and use it to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade app.
3. It also contains properties to access the `UpgradeModule#injector root injector` and the `UpgradeModule#injector`.
4. Import the `UpgradeModule` into your top level AngularJS module.
5. The Angular Injector

There is no specific API for upgrading an AngularJS service. Instead you should just follow the following recipe:

1. Let's say you have an AngularJS service.
2. Then you should define an Angular provider to be included in your AngularJS `providers` property.
3. Then you can use the `upgraded` AngularJS service by injecting it into an Angular component or service.

There is no specific API for upgrading an AngularJS service. Instead you should just follow the following recipe:

1. Let's say you have an AngularJS service.
2. Then you should define an Angular provider to be included in your AngularJS `providers` property.
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The Angular Injector

The bootstrap zone for the upgrade application

**The root `Injector` for the upgrade application.

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**The root `Injector` for the upgrade application.
application from this NgModule
   * @param element the element on which to bootstrap the AngularJS
   * @param [modules] the AngularJS modules to bootstrap for this application
   * @param [config]
   * optional extra AngularJS bootstrap configuration
   * @param bootstrap\(\) element: Element, modules: string\[\] = [\],
   * config?: any /*angular.IAngularBootstrapConfig*/) \{\n      const INIT_MODULE_NAME =
      UpgradeModule\(INIT_MODULE_NAME + ".init\"\) \// Create an ng1 module to bootstrap
      const initModule =
      angularModule\(INIT_MODULE_NAME, [\])
      .constant\(UPGRADE_APP_TYPE_KEY, UpgradeAppType_Static\"
      .value\(INJECTOR_KEY, this.injector\)
      .factory\(\)
      LazyModuleRef\(\)
      .provider\(\)
      .factory\(\)
      .config\(\)
      .run\(\)

      const upgradeModule = angularModule\(UPGRADE_MODULE_NAME, [INIT_MODULE_NAME].concat(modules)\);

      // Make sure resumeBootstrap() only exists if the current
      bootstrap is deferred
      const windowAngular = (window as any)\['angular'\];
      windowAngular.resumeBootstrap = undefined;
      // Bootstrap the AngularJS application inside our zone
      this.ngZone.run\(() => {
        bootstrap\(element, [upgradeModule.name], config\);
      }\);
```javascript
if (windowAngular.resumeBootstrap) {
  const originalResumeBootstrap = windowAngular.resumeBootstrap;
  const ngZone = this.ngZone;
  windowAngular.resumeBootstrap = function() {
    const args = arguments;
    windowAngular.resumeBootstrap.apply(this, args);
  };
  function ngZoneRun() {
    ngZone.run(() => windowAngular.resumeBootstrap.apply(this, args));
  }
}

/**
 * Generated bundle index. Do not edit.
 */

export * from './index';

export {
  angular1Providers as
 ɵangular_packages_upgrade_static_static_e, compileFactory as
 ɵangular_packages_upgrade_static_static_c, injectorFactory as
 ɵangular_packages_upgrade_static_static_a, parseFactory as
 ɵangular_packages_upgrade_static_static_d, rootScopeFactory as ɵangular_packages_upgrade_static_static_b
} from

'./src/angular1_providers';
```

Open Source Used In MSX Enterprise Access Service Pack 3.9.0
Open Source Used In MSX Enterprise Access Service Pack 3.9.0

The following open source licenses were found in the source code:

- Angular 9.0.7

---

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm2015/static.js.map

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

---

```typescript
/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at
 * https://angular.io/license
 */

/**
 * @module
 * @description
 * Entry point for all public APIs of the
 * common package.
 */

import {Version} from '@angular/core';

/**
 * @publicApi
 */
export const VERSION = new Version('9.0.7');

```

---

```text
Copyright (c) Microsoft Corporation. All rights reserved.\\n* Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license.\\n* Entry point for all public APIs of the common package.\\n* Copyright Google Inc. All Rights Reserved.\\n* Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license.
```

---

Without WARRANTIES OR CONDITIONS OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE, MERCHANTIBILITY OR NON-INFRINGEMENT.
attr"`; or simply `"propAndAttr" where the property\n * and attribute have the same identifier.\n */
export class

  // TODO(issue/24571): remove '!'.\n  bracketAttr !: string;\n  // TODO(issue/24571): remove '!'.\n  parenAttr !: string;\n  // TODO(issue/24571): remove '!'.\n  onAttr !: string;\n  // TODO(issue/24571): remove '!'.\n  bindAttr !: string;\n
  constructor(public prop: string, public attr: string) {
    this.parseBinding();\n  }

  private parseBinding() {
    this.bracketAttr = `\[${this.attr}\]`;\n    this.parenAttr = `(${this.attr})`;\n    this.bracketParenAttr = `\[(${this.attr})\]`;\n    const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);\n    this.onAttr = `on${capitalAttr}`;\n    this.bindAttr = `bind${capitalAttr}`;\n    this.bindonAttr = `bindon${capitalAttr}`;
  }
}

/**
 * @license
 * Copyright Google Inc. All Rights Reserved.\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license
 */

import {Injector, Type} from '@angular/core';

import {IInjectorService, INgModelController} from './angular1';
import {DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';

const DIRECTIVE_PREFIX_REGEXP = /^(?:x|data)[:-_]/i;
const DIRECTIVE_SPECIAL_CHARS_REGEXP = /[:-_]+(.)/g;

export function onError(e: any) {
  // TODO: (misko): We seem to not have a stack trace here!\n  if (console.error) {
    console.error(e, e.stack);
  } else {
    // tslint:disable-next-line:no-console
    console.log(e, e.stack);
  }
  throw e;
}

export function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

export function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
      .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());
}

export function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name || type.toString().split('\n') [0];
}

export function getDowngradedModuleCount($injector: IInjectorService): number {
  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ?
      $injector.get(DOWNGRADED_MODULE_COUNT_KEY) :
      0;
}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ?
      $injector.get(UPGRADE_APP_TYPE_KEY) :
      UpgradeAppType.None;
}

export class Deferred<R> {
  promise: Promise<R>;
  // TODO(issue/24571): remove '!'.\n  resolve !: (value?: R | PromiseLike<R>) => void;
  // TODO(issue/24571): remove '!'.\n  reject !: (error?: any) => void;

  constructor() {
    this.promise = new Promise((res, rej) => {
      this.resolve = res;
      this.reject = rej;
    });
  }
}

export interface LazyModuleRef {
  injector?: Injector;
  promise?: Promise<Injector>;
}

const enum UpgradeAppType {
  // App NOT using `@angular/upgrade`. (This should never happen in an

`ngUpgrade` app.

None.

`//` App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic.

`//` App using `@angular/upgrade/static` with `UpgradeModule`.

Static.

`//` App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. `ngUpgrade`-lite).

Lite.

```

ngUpgrade

None,

```

// App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic,

// App using `@angular/upgrade/static` with `UpgradeModule`.

Static,

// App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. `ngUpgrade`-lite).

Lite,

```

ngUpgrade

None,

```

// App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic,

// App using `@angular/upgrade/static` with `UpgradeModule`.

Static,

// App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. `ngUpgrade`-lite).

Lite,

```

ngUpgrade

None,

```

// App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic,

// App using `@angular/upgrade/static` with `UpgradeModule`.

Static,

// App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. `ngUpgrade`-lite).

Lite,

```

ngUpgrade

None,

```

// App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic,

// App using `@angular/upgrade/static` with `UpgradeModule`.

Static,

// App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. `ngUpgrade`-lite).

Lite,

```

ngUpgrade

None,

```

// App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic,

// App using `@angular/upgrade/static` with `UpgradeModule`.

Static,

// App using `@angular/upgrade/static` with `downgradeModule()` (a.k.a. `ngUpgrade`-lite).

Lite,

```

ngUpgrade

None,

```

// App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic `ngUpgrade`).

Dynamic,

// App using `@angular/upgrade/static` with `UpgradeModule`.

Static,
propagateDigest = true): void {

    const attrs = this.attrs;
    const inputs = this.componentFactory.inputs || [];
    const inputs = new PropertyBinding(inputs[i].propName,
    inputs[i].templateName);
    let expr: string|null = null;

    if (attrs.hasOwnProperty(input.attr)) {
      const observeFn = (prop => {
        let prevValue = INITIAL_VALUE;
        return (currValue: any) => {

          // Initially, both `$observe()` and `$watch()` will call this function.
          // $observe() will also call this function.
          // This is necessary if we are already in a `digest`.
          // which means that
          // propagateDigest (which is called by a watcher) will run before the `$observe()`
          // callback.
          // let unwatch: Function = null = this.componentScope.$watch();
          // unwatch = null;
          // if (propagateDigest) {

          // this.updateInput(prop, currValue);
          // unwatch = null;
          // }
          // };

          return (currValue: any) => {

            if (currValue == null) {
              // Update the input
              this.updateInput(prop, prevValue, currValue);
            }
          }
        };

        observeFn(attrs[input.attr]);

        // Use `$watch()` in order to initialize the input in time
        // for `$ngOnChanges()`. This is necessary if we are already in a `digest`.
        let unwatch: Function|null = null;

        unwatch = this.componentScope.$watch(() => {
          unwatch !();
          unwatch = null;
          observeFn(attrs[input.attr]);
        });

      };

      if (prevValue !== INITIAL_VALUE) {
        prevValue = currValue;
      }

      };

      if (propagateDigest) {
    }

    this.componentScope.$watch(this.wrapCallback(detectChanges));
  }

  setupOutputs() {
    const attrs = this.attrs;
    const outputs = this.componentFactory.outputs || [];

    for (let j = 0; j < outputs.length; j++) {
      const output = new PropertyBinding(outputs[j].propName, outputs[j].templateName);

      if (attrs.hasOwnProperty(output.onAttr)) {
        this.subscribeToOutput(output, attrs[output.onAttr], true);
      }
      if (attrs.hasOwnProperty(output.parenAttr)) {
        this.subscribeToOutput(output, attrs[output.parenAttr]);
      }
      if (attrs.hasOwnProperty(output.bracketAttr)) {
        this.subscribeToOutput(output, attrs[output.bracketAttr], true);
      }
      if (attrs.hasOwnProperty(output.bracketParenAttr)) {
        this.subscribeToOutput(output, attrs[output.bracketParenAttr], true);
      }
    }

    const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);
REQUIRE_NG_MODEL} from './constants';
import {DowngradeComponentAdapter} from './downgrade_component_adapter';
import {SyncPromise, Thenable} from './promise_util';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName,
getUpgradeAppType, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*

 * This helper function returns a factory function to be used for registering an AngularJS wrapper directive for an Angular component.
 * @usageNotes
 * ### Examples

 * Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.

 * We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive) that will make this Angular component available inside AngularJS templates.

 * The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `downgraded` component.

 * For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code).

 * @param info contains information about the Component that is being downgraded:
 * - `component: Type<any>`: The type of the Component that will be downgraded
 * - `downgradedModule?: string`: The name of the downgraded module (if any) that the component "belongs to", as returned by a call to `downgradeModule()`. It is the module, whose corresponding Angular module will be bootstrapped, when the component needs to be instantiated.
 * - `propagateDigest?: boolean`: Whether to perform change detection on the component on every *\$digest\*(https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest). If set to `false`, change detection will still be performed when any of the component's inputs changes.

 * @returns a factory function that can be used to register the component in an AngularJS module.

 * @publicApi
 */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  selectors?: string[];
}): any /* angular.IInjectable */ {
  const directiveFactory: IAnnotatedFunction = function(
    // When using `downgradeModule()`, we need to handle certain things specially. For example:
    // - We always need to attach the component view to the `ApplicationRef` for it to be dirty
    // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the Angular zone.
    // NOTE: This is not needed, when using `UpgradeModule`, because `$digest()` will be run
    // inside the Angular zone (except if explicitly escaped, in which case we shouldn't run it
    // force it back in)
    const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
    const wrapCallback: <T>(cb: () => T) => typeof cb =
        !isNgUpgradeLite ? cb => cb : cb => () =>
        NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
    let ngZone: NgZone;

    // When downgrading multiple modules, special handling is needed wrt injectors.
    const hasMultipleDowngradedModules =
    isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);

    return {
      restrict: 'E',
      terminal: true,
      require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
      link: (scope: IScope, element: IAugmentedJQuery, attrs: IAttributes, required: any[]): any => {
        // We might have to compile the contents asynchronously, because this might have been
        // triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have been compiled.
        // const ngModel: INgModelController = required[1];
        const parentInjector: Injector|Thenable<Injector>|undefined = undefined;
        let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;
        let ranAsync = false;
        if (!parentInjector || hasMultipleDowngradedModules) {
          const downgradeComponent = (it, scope) =>
              downgradeComponent(it, parentInjector || hasMultipleDowngradedModules) ||
              downgradeComponent(it, moduleInjector || hasMultipleDowngradedModules);
        }
    });
  });

  return directiveFactory;
}
const lazyModuleRefKey = `${LAZY_MODULE_REF}${downgradedModule}`;

// Notes:

There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be the same instance, but that is irrelevant).

- `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be on the same tree as the `NgModule` that declares this downgraded component.
- `finalParentInjector` is used for all other injection purposes.

(Note that Angular knows to only traverse the component-tree part of that injector when looking for an injectable and then switch to the module injector.)

There are basically three cases:
- If there is no parent component (thus no `parentInjector`), we bootstrap the downgraded module `NgModule` and use its injector as both `finalModuleInjector` and `finalParentInjector`.
- If there is a parent component (and thus a `parentInjector`) and we are sure that it belongs to the same `NgModule` as this downgraded component (e.g. because there is only one downgraded module, we use that `parentInjector` as both `finalModuleInjector` and `finalParentInjector`).
- If there is a parent component, but it may belong to a different `NgModule`, then we use the `parentInjector` as `finalParentInjector` and this downgraded component `NgModule`'s injector as `finalModuleInjector`.

Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't bootstrap again).

Note 2: It is possible that (while there are multiple downgraded modules) this component downgraded component and its parent component both belong to the same `NgModule`.

In that case, we could have used the `parentInjector` as both `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are treating this case as if they belong to different `NgModule`'s. That doesn't affect anything, since `parentInjector` has `moduleInjector` as ancestor and trying to resolve `ComponentFactoryResolver` from either one will return the same instance.

If there is a parent component, use its injector as parent injector.

If this is a "top-level" Angular component, use the module injector.

const finalParentInjector = parentInjector || moduleInjector;

const finalModuleInjector = moduleInjector || parentInjector;

const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule`.
  componentFactoryResolver: ComponentFactoryResolver =
    moduleInjector.get(ComponentFactoryResolver);

  // ComponentFactory: ComponentFactory<any> =
  componentFactoryResolver.resolveComponentFactory(info.component);

  if (!componentFactory) {
    throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
  }

  const injectorPromise = new ParentInjectorPromise(element);
  const facade = new DowngradeComponentAdapter(
    element, attrs, scope, ngModel, injector, $injector, $compile, $parse,
    componentFactory, wrapCallback);

  const projectableNodes = facade.compileContents();
  facade.createComponent(projectableNodes);
  facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
  facade.setupOutputs();
  facade.registerCleanup();

  injectorPromise.resolve(facade.getInjector());

  if (ranAsync) {
    // If this is run async, it is possible that it is not run inside digest and initial input values will not be detected.
    scope.$evalAsync(() => {});
  }

  const downgradeFn = =
    isNgUpgradeLite ? doDowngrade : (injector: Injector, mlnjector: Injector) => {
      if (!ngZone) {
        ngZone = mlInjector.get(ngZone);
      }
      wrapCallback(() => doDowngrade(injector, mlInjector)());
    };

  // NOTE: Not using `ParentInjectorPromise.all()` (which is inherited from `SyncPromise`), because
  // Closure Compiler (or some related tool) complains.

  // TypeError: ...Src$downgrade_component_ParentInjectorPromise.all is not a
function

SyncPromise.all([finalParentInjector, finalModuleInjector])
.then(([pInjector, mInjector]) =>
downgradeFn(pInjector, mInjector));

ranAsync = true;

// bracket-notation because of closure - see #14441

directiveFactory = [SCOMPILE, SINJECTOR, SPARSE];

return directiveFactory;

private injectorKey: string = controllerKey(INJECTOR_KEY);

constructor(private element: IAugmentedJQuery) {

super() // Store the promise on the element.

const elementData = (this.injectorKey, this);

resolve(injector: Injector): void {

// Store the real injector on the element.

const elementData = (this.injectorKey, injector);

// Release the element to prevent memory leaks.

this.element = null;

// Resolve the promise.

super.resolve(injector);

```

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```
InjectorService, ILinkFn, IScope, ITemplateCacheService, SingleOrListOrMap, element as angularElement} from './angular1';
import {$COMPILE, $CONTROLLER, $HTTP_BACKEND, $INJECTOR, $TEMPLATE_CACHE} from './constants';
import {controllerKey, directiveNormalize, isFunction} from './util';

// Constants
const REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;

// Interfaces
export interface IBindingDestination {
  [key: string]: any;
  $onChanges?: (changes: SimpleChanges) => void;
}

export interface IControllerInstance extends IBindingDestination {
  $doCheck?: () => void;
  $onDestroy?: () => void;
  $onInit?: () => void;
  $postLink?: () => void;
}

// Classes
export class UpgradeHelper {
  public readonly $injector: IInjectorService;
  public readonly element: Element;
  public readonly $element: IAugmentedJQuery;
  public readonly directive: IDirective;

  private readonly $compile: ICompileService;
  private readonly $controller: IControllerService;

  constructor(
      private injector: Injector, private name: string, elementRef: ElementRef,
      directive?: IDirective) {
    this.$injector = injector.get($INJECTOR);
    this.$compile = this.$injector.get($COMPILE);
    this.$controller = this.$injector.get($CONTROLLER);

    this.element = elementRef.nativeElement;
    this.$element = angularElement(this.element);

    this.directive = directive || UpgradeHelper.getDirective(this.$injector, name);
  }

    const directives: IDirective[] = $injector.get(name + 'Directive');
    if (directives.length > 1) {
      throw new Error('Only support single directive definition for: ' + name);
    }

    const directive = directives[0];

    // AngularJS will transform `link: xyz` to `compile: () => xyz`. So we can only tell there was an
    // user-defined `compile` if there is no `link`. In other cases, we will just ignore `compile`.
    // if (directive.compile && !directive.link) notSupported(name, 'compile');
    if (directive.replace) notSupported(name, 'replace');
    if (directive.terminal) notSupported(name, 'terminal');

    return directive;
  }

  static getTemplate($injector: IInjectorService, directive: IDirective, fetchRemoteTemplate = false, $element?: IAugmentedJQuery): string|Promise<string> {
    if (directive.template !== undefined) {
      return getOrCall<string>(directive.template, $element);
    } else if (directive.templateUrl) {
      const $templateCache = $injector.get($TEMPLATE_CACHE) as ITemplateCacheService;
      const url = getOrCall<string>(directive.templateUrl, $element);
      const template = $templateCache.get(url);

      if (template !== undefined) {
        return template;
      } else if (!fetchRemoteTemplate) {
        throw new Error('loading directive templates asynchronously is not supported');
      }

      return new Promise((resolve, reject) => {
        const $httpBackend = $injector.get($HTTP_BACKEND) as IHttpBackendService;
        $httpBackend('GET', url, null, (status: number, response: string) => {
          if (status === 200) {
            resolve($templateCache.put(url, response));
          } else {
            reject(`GET component template from '${url}' returned '${status}: ${response}'`);
          }
        });
      });
    } else {
      throw new Error(`Directive '${directive.name}' is not a component, it is missing template.`);
    }
  }

  buildController(controllerType: IController, $scope: IScope) {
    // TODO: Document that we do not pre-assign bindings on the controller
    // instance. Quoted properties below so that this code can be optimized with Closure Compiler.
    const locals = {'$scope': $scope, '$element': this.$element};
    const controller = this.$controller(controllerType, locals, null, controllerKey(this.directive.name), controllerInstance);
    this.$element.data !(controllerKey(this.directive.name!), controller);

    $scope.$destroy();

    angularElement.cleanData([this.element]);
    angularElement.cleanData(this.element.querySelectorAll('*'));
  }

  prepareTransclusion(): ILinkFn|undefined

let locals = {'$scope': $scope, '$element': this.$element};
const controller = this.$controller(controllerType, locals, null, this.$element.data !(controllerKey(this.directive.name!), controllerInstance), $controllerInstance);
const transclude = this.directive.transclude;
const contentChildNodes = this.extractChildNodes();

let $template = contentChildNodes;

if (transclude) {
  const slots = Object.create(null);
  const filledSlots = Object.create(null);

  if (typeof transclude === 'object') {
    $template = [];
    const slotMap = Object.create(null);
    const filledSlots = Object.create(null);

    Object.keys(transclude).forEach(slotName => {
      let selector = transclude[slotName];
      const optional = selector.charAt(0) === '?';
      selector = optional ? selector.substring(1) : selector;

      slotMap[selector] = slotName;
      slots[slotName] = null; // 'null': Defined but not yet filled.
      filledSlots[slotName] = optional; // Consider optional slots as filled.
    });

    contentChildNodes.forEach(node => {
      const slotName = slotMap[directiveNormalize(node.nodeName.toLowerCase())];
      if (slotName) {
        filledSlots[slotName] = true;
        slots[slotName] = slots[slotName] || [];
        slots[slotName].push(node);
      } else {
        $template.push(node);
      }
    });

    Object.keys(filledSlots).forEach(slotName => {
      if (!filledSlots[slotName]) {
        throw new Error(`Required transclusion slot '${slotName}' on directive: ${this.name}`);
      }
    });

    Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
      const nodes = slots[slotName];
      slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
        return cloneAttach(nodes, scope);
      };
    });

    $template.forEach(node => {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue)
        node.nodeValue = '\u200C';
    });
  }

  return $template;
}

const directiveRequire = this.getDirectiveRequire();
const requiredControllers = this.resolveRequire(directiveRequire);

if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
  const requiredControllersMap = requiredControllers as {
    [key: string]: IControllerInstance;
  };

  Object.keys(requiredControllersMap).forEach(key => {
    controllerInstance[key] = requiredControllersMap[key];
  });
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
  if (requiredControllers) {
    Object.keys(requiredControllers.map).forEach(key => {
      controllerInstance[key] = requiredControllers[key];
    });
  }

  return attachChildrenFn;
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
  if (requiredControllers) {
    Object.keys(requiredControllers.map).forEach(key => {
      controllerInstance[key] = requiredControllers[key];
    });
  }

  return attachChildrenFn;
}
value[key] = this.resolveRequire(require[key])
    return value;
} else if (typeof require === 'string') {
    const match = require.match(REQUIRE_PREFIX_RE);
    const inheritType = match[1] || match[3];
    const name = require.substring(match[0].length);
    const isOptional = !match[2];
    const searchParents = !!inheritType;
    const startOnParent = inheritType === '^^';
    const ctrlKey = controllerKey(name);
    const elem = startOnParent ? this.$element.parent() : this.$element;
    const value = searchParents ?
      elem.inheritedData(ctrlKey) : elem.data(ctrlKey);
    if (!value && !isOptional) {
      throw new Error(`Unable to find required '${require}' in upgraded directive '${this.name}'.`);
    }
    return value;
  } else if (typeof require === 'string') {
    const match = require.match(REQUIRE_PREFIX_RE);
    const inheritType = match[1] || match[3];
    const name = require.substring(match[0].length);
    const isOptional = !!match[2];
    const searchParents = !!inheritType;
    const startOnParent = inheritType === '^^';
    const ctrlKey = controllerKey(name);
    const elem = startOnParent ? this.$element.parent() : this.$element;
    const value = searchParents ?
      elem.inheritedData(ctrlKey) : elem.data(ctrlKey);
    if (!value && !isOptional) {
      throw new Error(`Unable to find required '${require}' in upgraded directive '${this.name}'.`);
    }
    return value;
  } else {
    throw new Error(`Unrecognized 'require' syntax on upgraded directive '${this.name}':
    ${require}`);
  }
}

function getOrCall<T>(property: T | Function, ...args: any[]): T {
  return isFunction(property) ? property(...args) : property;
}

// NOTE: Only works for 'typeof T !== 'object'.'
function isMap<T>(value: SingleOrListOrMap<T>): value is {
  [key: string]: T;
} {
  return value && !Array.isArray(value) && typeof value === 'object';
}

function notSupported(name: string, feature: string) {
  throw new Error(`Upgraded directive '${name}' contains unsupported feature: '${feature}'.`);
}

/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that
 * can be found in the LICENSE file at https://angular.io/license
 */

import {Directive, DoCheck, ElementRef, EventEmitter, Inject, Injector, OnInit, OnChanges, OnDestroy, SimpleChange, SimpleChanges, Type} from '@angular/core';

import {IAttributes, IDirective, IDirectivePrePost, IInjectorService, ILinkFn, IScope, ITranscludeFunction} from '../../common/src/angular1';
import {$SCOPE} from '../../common/src/constants';
import {IBindingDestination, IControllerInstance, UpgradeHelper} from '../../common/src/upgrade_helper';
import {isFunction, strictEquals} from '../../common/src/util';

const CAMEL_CASE = /\[A-Z]/g;
const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};
const NOT_SUPPORTED: any = 'NOT_SUPPORTED';

export class UpgradeNg1ComponentAdapterBuilder {
  type: Type<any>;
  inputs: string[] = [];
  inputsRename: string[] = [];
  outputs: string[] = [];
  outputsRename: string[] = [];
  propertyOutputs: string[] = [];
  checkProperties: string[] = [];
  propertyMap: {
    [name: string]: string
  } = {};
  directive: IDirective|

  constructor(public name: string) {
    const selector = name.replace(CAMEL_CASE, (all: string, next: string) => '-' + next.toLowerCase());
    const self = this;

    // Note: There is a bug in TS 2.4 that prevents us from
    // inlining this into @Directive
    // TODO(tbosch): file a bug against TypeScript for this.
    const directive = {selector: selector, inputs: this.inputsRename, outputs: this.outputsRename};

    @Directive({jit: true, ...directive})
    class MyClass extends UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck, OnDestroy {
      constructor(@Inject($SCOPE) scope: IScope, injector: Injector, elementRef: ElementRef) {
        super(new UpgradeHelper(injector, name, elementRef, self.directive || undefined), scope,
          self.template,
          self.inputs, self.outputs, self.propertyOutputs, self.checkProperties,
          self.propertyMap) as any;
      }
    }
    this.type = MyClass;
  }

  extractBindings() {
    const btcIsObject = typeof this.directive === 'object';
    if (btcIsObject && Object.keys(this.directive.scope).length) {
      throw new Error(`Binding definitions on scope and controller at the same time are not supported.`);
    }

    const context = btcIsObject ? this.directive.bindToController : this.directive.scope;
    if (typeof context == 'object') {
      Object.keys(context).forEach(propName => {
        const definition = context[propName];
        const bindingType = definition.charAt(0);
        const bindingOptions = definition.charAt(1);
        const attrName = definition.substring(bindingOptions === '?' ? 2 : 1) || propName;
        const inputName = `input_${attrName}`;
        const outputName = `output_${attrName}`;
        const outputNameChange = `outputNameChange_${attrName}`;
        switch (bindingType) {
          case '@':
            this.inputs.push(inputName);
            this.outputs.push(outputName);
            this.propertyMap[inputName] = propName;
            break;
          case '=':
            this.inputs.push(inputName);
            this.outputs.push(outputName);
            this.propertyMap[inputName] = propName;
            break;
        }
      });
    }
  }
}

// TODO(issue/24571): remove '!'.
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this.outputsRename.push(outputName, RenameChange);
this.propertyMap[outputName] = propName;

this.checkProperties.push(propName);
this.propertyMap[outputName] = propName;

this.checkProperties.push(propName);
this.propertyOutputs.push(outputName);
break;
default:

let json = JSON.stringify(context);
throw new Error(`${json} in '${this.name}' directive.`);

this.staticResolve(exportedComponents, {[name: string]: UpgradeNg1ComponentAdapterBuilder});

Inject: InjectorService): Promise<string> {
  const promises = Object.keys(exportedComponents).map(name => {
    const exportedComponent = exportedComponents[name];
    exportedComponent.extractBindings();
    exportedComponent.template = template;
  });

  return Promise.all(promises);
}

class UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck {
  private controllerInstance:
  destinationObj: IBindingDestination|null = null;
  checkLastValues: any[] = [];
  directive: IDirective;
  element: Element;
  $element: any = null;
  componentScope: IScope;

  constructor(
    private helper: UpgradeHelper, scope: IScope, private template: string,
    private inputs: string[], private outputs: string[], private propOuts: string[],
    private checkProperties: string[], private propertyMap: {[key: string]: string}) {
    this.directive = helper.directive;
    this.element = helper.element;
    this.componentScope = scope.$new(!!this.directive.scope);

    const controllerType = this.directive.controller;

    if (this.directive.bindToController && controllerType) {
      this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
    } else {
      this.destinationObj = this.componentScope;
    }

    for (let i = 0; i < inputs.length; i++) {
      (this as any)[inputs[i]] = null;
    }
    for (let j = 0; j < outputs.length; j++) {
      const emitter = (this as any)[outputs[j]] = new EventEmitter<any>();
      if (this.propOuts.indexOf(outputs[j]) === -1) {
        this.setComponentProperty(outputs[j], (emitter => (value: any) =>
          emitter.emit(value))(emitter));
      }
    }
    for (let k = 0; k < propOuts.length; k++) {
      this.checkLastValues.push(INITIAL_VALUE);
    }

    this.ngOnInit() {
      // Collect contents, insert and compile template
      const attachChildNodes: ILinkFn|undefined = this.helper.prepareTransclusion();
      const linkFn = this.helper.compileTemplate(this.template);

      // Instantiate controller (if not already done so)
      const controllerType = this.directive.controller;
      if (controllerType && !bindToController) {
        this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
      }

      // Hook: $onInit
      if (this.controllerInstance && isFunction(this.controllerInstance.$onInit)) {
        this.controllerInstance.$onInit();
      }

      // Linking
      const link = this.directive.link;
      const preLink = typeof link == 'object' && link.pre;
      const postLink = typeof link == 'object' ? link.post : link;
      const attrs: IAttributes = NOT_SUPPORTED;
      const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
      if (preLink) {
        preLink(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
      }

      linkFn(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
      }

      if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
        this.controllerInstance.$postLink();
      }

      // Hook: $postLink
      if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
        this.controllerInstance.$postLink();
      }

      this.ngOnChanges(changes: SimpleChanges) {
        this.ng1Changes: any = {};
        Object.keys(changes).forEach(name => {
          this.setComponentProperty(name, changes[name]);
        })
      }

      if (isFunction(this.destinationObj.$onChanges)) {
        this.destinationObj.$onChanges(changes: ng1Changes);,
      }

      ngOnChanges(changes: SimpleChanges) {
        this.ng1Changes: any = {};
        Object.keys(changes).forEach(name => {
          this.setComponentProperty(name, changes[name]);
        })
      }

      if (isFunction(this.destinationObj.$onChanges)) {
        this.destinationObj.$onChanges(changes: ng1Changes);,
      }

      ngDoCheck() {
        this.destinationObj.$onChanges(changes: ng1Changes);,
      }

      ngDoCheck() {
        this.destinationObj.$onChanges(changes: ng1Changes);,
      }

      const checkProperties: any[] = 
        this.checkProperties;,
      const propOuts = this.propOuts;
    }

    this.checkProperties.forEach((propName, i) => {
      this.setComponentProperty(name, propName, i);

      ngDoCheck() {
        this.destinationObj.$onChanges(changes: ng1Changes);,
      }

      ngDoCheck() {
        this.destinationObj.$onChanges(changes: ng1Changes);,
      }

      const lastValues = this.checkLastValues;
      const checkProperties = this.checkProperties;
      const propOuts = this.propOuts;
    }

    ngDoCheck() {
      this.destinationObj.$onChanges(changes: ng1Changes);,
    }

    const lastValues = this.checkLastValues;
    const checkProperties = this.checkProperties;
    const propOuts = this.propOuts;

lastValues[i];
      if (!strictEquals(last, value)) {
        const eventEmitter: EventEmitter<any> = (this as any)[propOuts[i] = 'this.helper.onDestroy(this.componentScope, this.controllerInstance); ];
        eventEmitter.emit(lastValues[i] = value);
      }
    });

    if (this.controllerInstance &&
     isFunction(this.controllerInstance.$doCheck)) {
      this.controllerInstance.$doCheck();
    }

    ngOnDestroy() {
      this.helper.onDestroy(this.componentScope, this.controllerInstance);
    }

    setComponentProperty(name: string, value: any) {
      this.destinationObj !(this.propertyMap[name] = value);
    }

  }

  /**
   * @license
   * Copyright Google Inc. All Rights Reserved.
   *
   * Use of this source code is
governed by an MIT-style license that can be
found in the LICENSE file at https://angular.io/license
   */

  import {Compiler, CompilerOptions, Injector, NgModule, NgModuleRef, NgZone, StaticProvider, Testability, Type, isDevMode, resolveForwardRef} from '@angular/core';
  import {platformBrowserDynamic} from '@angular/platform-browser-dynamic';

  import {IAngularBootstrapConfig, IAugmentedJQuery, IInjectorService, IModule, IProvideService, IRootScopeService, ITestabilityService, bootstrap, element as angularElement, module_ as angularModule} from '../common/src/angular1';
  import {$$TESTABILITY, $COMPILE, $INJECTOR, $ROOT_SCOPE, COMPILER_KEY, INJECTOR_KEY, LAZY_MODULE_REF, NG_ZONE_KEY, UPGRADE_APP_TYPE_KEY} from '../common/src/constants';
  import {Deferred, LazyModuleRef, UpgradeAppType, controllerKey, onError} from '../common/src/util';
  import {UpgradeNg1ComponentAdapterBuilder} from './upgrade_ng1_adapter';

  let upgradeCount: number = 0;

  /**
   * Use `UpgradeAdapter` to allow AngularJS
   * and Angular to coexist in a single application.
   *
   * The `UpgradeAdapter` allows:
   * 1. creation of Angular component from AngularJS component directive
   *    (See `UpgradeAdapter#upgradeNg1Component()`)
   * 2.
   *    creation of AngularJS directive from Angular component.
   *    (See `UpgradeAdapter#downgradeNg2Component()`)
   * 3. Bootstrapping of a hybrid Angular application which
   *    contains both of the frameworks
   *    coexisting in a single application.
   *    (See `UpgradeAdapter#upgradeNg1Component()`)
   * 4. Angular directives always execute inside AngularJS framework codebase regardless of
   *    where they are instantiated.
   * 5. An AngularJS component can be upgraded to an Angular component. This creates
   *    a Angular directive, which bootstraps the AngularJS component directive in that location.
   * 6. An Angular component can be downgraded to an AngularJS component directive. This creates
   *    an AngularJS directive, which bootstraps the Angular component in that location.
   * 7. Whenever an adapter component is instantiated the
   *    host element is owned by the framework
   *    doing the instantiation. The other framework then instantiates and
   *    owns the view for that
   *    component. This implies that component bindings will always follow the semantics of
   *    the
   *    instantiation framework. The syntax is always that of Angular syntax.
   * 8. AngularJS is always
   *    bootstrapped first and owns the bottom most view.
   * 9. The new application is running in Angular zone, and
   *    therefore it no longer needs calls to the
   *    `Sapply()` function.
   * 10. Example
   *    @NgModule({
   *      declarations: [
   *        NewUpgradeAdapter
   *          (forwardRef(() => MyNg2Module), myCompilerOptions);
   *      * const module = angular.module('myExample', []).
   *
   *      * module.directive('ng2Comp',
   *        adapter downgradeNg2Component(Ng2Component));
   *      * module.directive('ng1Hello', function() {
   *        return {
   *          scope: { title: '=' },
   *          template: ng1Hello { [title] !]}<span ng-transclude></span>
   *        })
   *        
   *        @Component({
   *          selector: 'ng2-comp',
   *          inputs: ['name'],
   *          template: ng2[<ng1-hello [title]="name" transclude</ng1-hello>]<ng-content</ng-content>
   *        })
   *        class
   *        Ng2Component
   *        {
   *          @NgModule({
   *            declarations: [Ng2Component,
   *              adapter upgradeNg1Component('ng1Hello')],
   *            imports: [BrowserModule]
   *          })
   *          class MyNg2Module {
   *            
   *            document.body.innerHTML = '<ng2-comp name="World" project'</ng2-comp>;
   *          }
   *        }
   *      }
   *    })
   */

  import {UpgradeAdapter} from '../common/src/upgrade_adapter';
adapter.bootstrap(document.body, ['myExample']).ready(function() { 
    expect(document.body.textContent).toEqual("ng2[ng1[Hello World!](transclude)(project)]");
  });

```
```

```
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*NOTE: only pre-link function is supported.*

<table>
<thead>
<tr>
<th>Name</th>
<th>Supported</th>
<th>Priority</th>
<th>Ignored</th>
<th>Replace</th>
<th>Not supported</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>require</code></td>
<td>Supported</td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
<tr>
<td><code>restrict</code></td>
<td><strong>Must be set to 'E'</strong></td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
<tr>
<td><code>scope</code></td>
<td>Supported</td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
<tr>
<td><code>template</code></td>
<td><strong>Ignored</strong></td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
<tr>
<td><code>templateUri</code></td>
<td>Supported</td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
<tr>
<td><code>terminal</code></td>
<td><strong>Ignored</strong></td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
<tr>
<td><code>transclude</code></td>
<td>Supported</td>
<td><strong>Ignored</strong></td>
<td></td>
<td></td>
<td><strong>Ignored</strong></td>
</tr>
</tbody>
</table>

### Example

```javascript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);

module.directive('greet', function() {
  return {
    scope: {salutation: '='},
    template: '{{salutation}} {{name}}! - <span ng-transclude></span>',
  };
});

module.directive('ng2', adapter.downgradeNg2Component(Ng2Component));
module.directive('ng1', function() {
  return {
    scope: {title: '='},
    template: 'ng1[Hello {{title}}!](<span ng-transclude></span>)',
  };
});

class Ng2Component {
  constructor() {
    * this.ng2Directive = new directive('ng2', this.ng2Directive);
  }
}

class Ng1Component {
  constructor() {
    * this.ng1Directive = new directive('ng1', this.ng1Directive);
  }
}

module.directive('ng2', function() {
  return {
    scope: {name: '='},
    template: '<greet salutation="Hello" [name]="world">text</greet>',
  };
});

module.directive('ng1', function() {
  return {
    scope: {name: '='},
    template: '<ng1 [name]="world">transclude</ng1>',
  };
});
```

### Upgrade Adapter

```typescript
upgradeNg1Component(name: string): Type<any> {
  if ((<any>this.ng1ComponentsToBeUpgraded).hasOwnProperty(name)) {
    return this.ng1ComponentsToBeUpgraded[name].type;
  } else {
    return (this.ng1ComponentsToBeUpgraded[name] = new UpgradeNg1ComponentAdapterBuilder(name)).type;
  }
}
```

### AngularJS

```javascript
document.body.innerHTML = '<ng2 name="World">project</ng2>';
adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toEqual("Hello World! - text");
});
```
function(angularElement, element: Element, modules: string[], config: any): Promise<void> {
    let rootScopePrototype = config.rootScopePrototype;
    let rootScope = config.rootScope;
    let original$applyFn = angularElement.$apply;

    const upgradeAdapter = this;
    const ng1Module = this.ng1Module = angularModule(this.idPrefix, modules);
    const platformRef = platformBrowserDynamic();

    this.ngZone = new NgZone({
        enableLongStackTrace: true
    });
    this.ng2BootstrapDeferred = new Deferred();

    ng1Module.constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Dynamic)
        .factory(INJECTOR_KEY, () => this.moduleRef!.injector.get(Injector))
        .factory(LAZY_MODULE_REF, 
            [INJECTOR_KEY, (injector: Injector) => {
                return injector.get(Compiler);}
        ]).constant(NG_ZONE_KEY, this.ngZone)
        .factory(COMPILER_KEY, () => this.moduleRef!.injector.get(Compiler))
        .config([
            '$provide', '$injector',
            (provide: IProvideService, ng1Injector: IInjectorService) => {
                provide.decorator($ROOT_SCOPE, [
                    '$delegate',
                    function(rootScopeDelegate: IRootScopeService) {
                        rootScopePrototype.$apply(rootScopeDelegate);
                    }
                ])
            }
        ]).configure([LazyModuleRef, (lazyModuleRef: LazyModuleRef) => {
            lazyModuleRef.reuseLazyModule();
        }]
        );

    this.declareNg1Module(modules);
    this.upgrade = new UpgradeAdapterRef();

    // Make sure resumeBootstrap() only exists if the current bootstrap is deferred
    windowAngular = (window as any);
    windowAngular.resumeBootstrap = undefined;

    this.ngZone.run(() => {
        bootstrap(element, [this.ng1Module.name], config !);
    });

    const ng1BootstrapPromise = new Promise(resolve => {
        // If the current bootstrap is deferred, resumeBootstrap() will be undefined
        if (windowAngular.resumeBootstrap) {
            const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
            windowAngular.resumeBootstrap = function() {
                originalResumeBootstrap();
            };
        }
        resolve();
    });

    this.ng2BootstrapDeferred.promise.then(() => {
        this.upgradeNg1Provider('server');
        this.upgradeNg1Provider('login', {asToken: Login});
    }).then(() => {
        const example: Example = ref.ng1Injector.get('example');
    });

    return upgrade;

  }

  /**
   * Allows AngularJS service to be accessible
   * from Angular.
   *
   * @usageNotes
   * ### Example
   *
   * ```
   * class Login { ... }
   * class Server { ...
   * @Injectable()
   * class Example {
   *   constructor($injector: IInjectorService) {
   *     ...
   *   }
   * }
   *
   * const module = angular.module('myExample', []);
   * module.factory('example', adapter.downgradeNg2Provider(Example));
   * module.factory('example', (example, adapter) => {
   *   return adapter.downgradeNg2Provider(example);
   * });
   * module.config([LazyModuleRef, (lazyModuleRef: LazyModuleRef) => {
   *   lazyModuleRef.reuseLazyModule();
   * }]
   * );
   *
   * const adapter = new UpgradeAdapter(MyNg2Module);
   * adapter.upgradeNg1Provider('server');
   * adapter.upgradeNg1Provider('login', {asToken: Login});
   * adapter.bootstrap(document.body, ['myExample']);
   * ```
   */
  private declareNg1Module(modules: string[] = []): IModule {
    let delayApplyExps: Function[] = [];
    let original$applyFn: Function;

    let original$applyFn = angularElement.$apply;

    const upgradeAdapter = this;
    const ng1Module = this.ng1Module = angularModule(this.idPrefix, modules);
    const platformRef = platformBrowserDynamic();

    this.ngZone = new NgZone({
        enableLongStackTrace: true
    });
    this.ng2BootstrapDeferred = new Deferred();

    ng1Module.constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Dynamic)
        .factory(INJECTOR_KEY, () => this.moduleRef!.injector.get(Injector))
        .factory(LAZY_MODULE_REF, 
            [INJECTOR_KEY, (injector: Injector) => {
                return injector.get(Compiler);}
        ]).constant(NG_ZONE_KEY, this.ngZone)
        .factory(COMPILER_KEY, () => this.moduleRef!.injector.get(Compiler))
        .config([Injector, (injector: Injector) => {
            return injector.get(SROOT_SCOPE);
        }]
        );

    function(rootScopeDelegate: IRootScopeService) {
        // Capture the root apply so that we can delay first call to $apply until we
        // bootstrap Angular and then we replay and restore the $apply.
    }
rootScopePrototype = rootScopeDelegate.constructor.prototype;

if (rootScopePrototype.hasOwnProperty('apply')) {
  originalApplyFn = rootScopePrototype.apply;
}

rootScopePrototype.apply = (exp: any) => delayApplyExps.push(exp);

if (rootScopePrototype.hasOwnProperty('$apply')) {
  original$applyFn = rootScopePrototype.$apply;
  rootScopePrototype.$apply = (exp: any) => delayApplyExps.push(exp);
}

if (ng1Injector.has($$$TESTABILITY)) {
  provide.decorator($$$TESTABILITY, '$delegate', function(testabilityDelegate: ITestabilityService) {
    const testabilityDelegatePrototype = testabilityDelegate.constructor.prototype;
    testabilityDelegatePrototype.whenStable = (this: unknown, callback: Function) => {
      this.$digest();
      if (isDevMode()) {
        console.warn('A digest was triggered while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');
      }
      callback.apply(this, arguments);
    };
    testabilityDelegate.$injector.$get($$TESTABILITY);
  });
}

platformRef.bootstrapModule(DynamicNgUpgradeModule, [this.compilerOptions, {ngZone: this.ngZone}]).then(() => {
  if (rootScope.$$phase) {
    return rootScope.$digest();
  }

  if (isDevMode()) {
    console.warn('A digest was triggered while one was already in progress. This may mean that something is triggering digests outside the Angular zone.');
  }

  return rootScope.$evalAsync(() => {});
}, onError);

while one was already in progress. This may mean that something is triggering digests outside the Angular zone.'

return rootScope.$evalAsync(() => {});

Use `upgrade/static` instead, which also supports

```typescript
v5. Use `upgrade/static` instead, which also supports

```
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1.426 spring-test 5.2.3

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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/support/GenericGroovyXmlContextLoader.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/mock/web/MockJspWriter.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/mock/web/MockFilterChain.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/servlet/setup/ConfigurableMockMvcBuilder.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/junit4/statements/RunPrepareTestInstanceCallbacks.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/transaction/TransactionContext.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/util/XmlExpectationsHelper.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/client/DefaultRequestExpectation.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/junit4/statements/RunAfterTestExecutionCallbacks.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/transaction/TransactionContext.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/junit4/ApplicationContext.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/junit4/ConfigureTestContext.java
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jar/org/springframework/test/context/web/socket/MockServerContainerContextCustomizerFactory.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
jar/org/springframework/test/web/servlet/DispatcherServletCustomizer.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
jar/org/springframework/test/context/ActiveProfilesResolver.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
jar/org/springframework/test/context/ContextCustomizerFactory.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
jar/org/springframework/test/context/junit4/statements/RunAfterTestClassCallbacks.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
jar/org/springframework/test/web/htmlunit/WebRequestMatcher.java
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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
  jar/org/springframework/test/context/event/annotation/AfterTestMethod.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
  jar/org/springframework/test/web/client/MockMvcClientHttpRequestFactory.java
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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/web/client/MockRestServiceServer.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/servlet/result/ContentResultMatchers.java
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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/web/servlet/result/XpathResultMatchers.java
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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/servlet/result/XpathResultMatchers.java

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//**
 /**
 * Kotlin compliant `WebTestClient.BodySpec` for expectations on the response body decoded
 * to a single Object, see [KT-5464](https://youtrack.jetbrains.com/issue/KT-5464) for
 * more details.
 * @since 5.0.6
 */

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1.433 netty-buffer 4.1.45
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
This is the Debian GNU/Linux prepackaged version of the static EXT2 file system consistency checker (e2fsck.static). The EXT2 utilities were written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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# This is a Makefile stub which handles the creation of BSD shared libraries.
# In order to use this stub, the following makefile variables must be defined.
# BSIDLIB_VERSION = 1.0
# BSIDLIB_IMAGE = libce
# BSIDLIB_MYDIR = et
# BSIDLIB_INSTALL_DIR = $(SHLIBDIR)
all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$ (BSD_LIB)

$(BSD_LIB): $(OBJ)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJ))
$(MV) $(OBJ)/$(BSD_LIB)
$(RM) -f $(BSD_LIB)
(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

install-shlibs install:: $(BSD_LIB)
@echo "INSTALL_PROGRAM $(BSDLIB_INSTALL_DIR)/$(BSD_LIB)"
@$(INSTALL_PROGRAM) $(BSD_LIB) 
$(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)
@-$(LDCONFIG)

install-strip: install

install-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$ (BSD_LIB)

This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
/*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
-
- Copyright (C) Andrew Tridgell 2005
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This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Gadi Oxman, August 1995

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This is the Debian GNU/Linux prepackaged version of the translation
files of the EXT2 file system utilities. The EXT2 utilities were
written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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This is the Debian GNU/Linux prepackaged version of the ss
command-line interface parsing library. It is currently
distributed together with the EXT2 file system utilities, which are
otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Fri Dec 14 22:24:35 EST 2007

It is part of the main e2fsprogs distribution, which can be found at:

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Upstream Author: Theodore Ts'o <tytso@mit.edu>

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This is the Debian GNU/Linux prepackaged version of the EXT2 file
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written by Theodore Ts'o <tytso@mit.edu> and Remy Card <card@masi.ibp.fr>.

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1.442 acl 2.2.53-4

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with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
Library. A suitable mechanism is one that (1) uses at run time a
copy of the library already present on the user's computer system,
rather than copying library functions into the executable, and (2)
will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

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$Id: IterableFollowingAxis.java 1162 2006-06-03 20:52:26Z elharo $

Found in path(s):
/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableFollowingAxis.java
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* $Id: EvaluateFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
  /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/function/ext/EvaluateFunction.java

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*
* $Id: IterableAncestorAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableAncestorAxis.java

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$Id: JaxenException.java 1161 2006-06-03 20:36:00Z elharo $

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/JaxenException.java
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$Id: ContextSupport.java 1157 2006-06-03 20:07:37Z elharo $

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$Id: DefaultArithExpr.java 1128 2006-02-05 21:49:04Z elharo $

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultArithExpr.java

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* $Id: IterableAncestorOrSelfAxis.java 1162 2006-06-03 20:52:26Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/iter/IterableAncestorOrSelfAxis.java
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$Id: XPathNamespace.java 1128 2006-02-05 21:49:04Z elharo $
jar/org/jaxen/jdom/XPathNamespace.java

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 * $Date: 2012-05-05 12:31:33 -0400 (Sat, 05 May 2012) $
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 * $Id: DefaultVariableReferenceExpr.java 1367 2012-05-05 16:31:33Z elharo $
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultVariableReferenceExpr.java

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 * $Revision: 1168 $
 * $Date: 2006-07-03 04:58:31 -0700 (Mon, 03 Jul 2006) $
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$Id: VariableContext.java 1168 2006-07-03 11:58:31Z elharo $

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 * $Revision: 1255 $
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$Id: DescendantAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: FloorFunction.java 1128 2006-02-05 21:49:04Z elharo $  
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* jar/org/jaxen/function/FloorFunction.java  
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*
* $Id: LowerFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/function/ext/LowerFunction.java

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 *
$Id: LinkedHashMap.java 1255 2006-11-09 18:20:12Z elharo $
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* $Id: SimpleVariableContext.java 1159 2006-06-03 20:25:34Z elharo $
*/

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* $Revision: 1337 $
* $Date: 2008-12-02 17:58:10 -0800 (Tue, 02 Dec 2008) $
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* $Id: XPathFactory.java 1337 2008-12-03 01:58:10Z elharo $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultFilterExpr.java

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* $Id: NotFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: DefaultPathExpr.java 1261 2006-11-30 18:49:27Z elharo $

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* $Id: DefaultMinusExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Id: NameStep.java 1236 2006-11-08 17:10:02Z elharo $
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$Id: FunctionCallException.java 1179 2006-07-16 11:07:25Z elharo$

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* $Id: VariableReferenceExpr.java 1248 2006-11-08 19:20:29Z elharo $
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* $Id: RoundFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: IterableNamespaceAxis.java 1162 2006-06-03 20:52:26Z elharo $
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* $Id: DefaultNumberExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources.jar/org/jaxen/expr/DefaultNumberExpr.java
No license file was found, but licenses were detected in source scan.

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 */
*/

$Header$
$Revision: 1128 $
$Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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$Id: AnyNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
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 * $Header$
 * $Revision: 1232 $
 * $Date: 2006-11-08 08:37:59 -0800 (Wed, 08 Nov 2006) $
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* $Id: FunctionCallExpr.java 1232 2006-11-08 16:37:59Z elharo $ 
*/

Found in path(s): 
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/FunctionCallExpr.java
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* $Revision: 1128 $
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* $Id: XPathReader.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/saxpath/XPathReader.java
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   *
   * $Id: NormalizeSpaceFunction.java 1128 2006-02-05 21:49:04Z elharo $
   */

Found in path(s):
   * /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
     jar/org/jaxen/function/NormalizeSpaceFunction.java
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* $Id: PositionFunction.java 1128 2006-02-05 21:49:04Z elharo $
* /

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: DefaultExpr.java 1128 2006-02-05 21:49:04Z elharo $

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultExpr.java

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* $Id: LocationPathPattern.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/pattern/LocationPathPattern.java
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* $Id: NoNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/pattern/NoNodeTest.java
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$Id: PrecedingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $
*/

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/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/PrecedingAxisIterator.java

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* $Id: DocumentNavigator.java 1364 2011-07-30 09:46:45Z elharo $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/PathExpr.java

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 * $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: AncestorAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/AncestorAxisIterator.java

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*
* $Id: UnresolvableException.java 1159 2006-06-03 20:25:34Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/UnresolvableException.java

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 * $Revision: 1128 $
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* $Id: DefaultRelationalExpr.java 1128 2006-02-05 21:49:04Z elharo $
*/

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  jar/org/jaxen/expr/DefaultRelationalExpr.java
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* $Id: DefaultCommentNodeStep.java 1261 2006-11-30 18:49:27Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultCommentNodeStep.java
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$Id: UpperFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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 * $Header$
 * $Revision: 1279 $
 * $Date: 2007-01-06 04:21:12 -0800 (Sat, 06 Jan 2007) $
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* $Id: DefaultProcessingInstructionNodeStep.java 1279 2007-01-06 12:21:12Z elharo $
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/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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 * $Header$
 * $Revision: 1162 $
 * $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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$Id: DOMXPath.java 1162 2006-06-03 20:52:26Z elharo $

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  * $Id: ConcatFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/function/ConcatFunction.java
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* $Id: SAXPathEventSource.java 1128 2006-02-05 21:49:04Z elharo $  
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/EqualityExpr.java

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* $Id: DefaultUnaryExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Id: CommentNodeStep.java 1225 2006-11-08 15:42:39Z elharo $
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* $Id: TextNodeStep.java 1245 2006-11-08 18:52:02Z elharo $
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* $Id: SimpleFunctionContext.java 1128 2006-02-05 21:49:04Z elharo $ 
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* $Id: DefaultRelativeLocationPath.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultRelativeLocationPath.java
No license file was found, but licenses were detected in source scan.

/*
 * $Header$
 * $Revision: 1302 $
 * $Date: 2007-05-02 07:33:29 -0700 (Wed, 02 May 2007) $
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*
* $Id: SelfAxisIterator.java 1302 2007-05-02 14:33:29Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/SelfAxisIterator.java

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* $Header$
* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultNameStep.java
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/*
 * $Header$
 * $Revision: 1252 $
 * $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* *
* $Id: AdditiveExpr.java 1252 2006-11-09 16:21:05Z elharo $
* /

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/AdditiveExpr.java
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* $Header$
* $Revision: 1157 $
* $Date: 2006-06-03 13:07:37 -0700 (Sat, 03 Jun 2006) $
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*
* $Id: Navigator.java 1157 2006-06-03 20:07:37Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/Navigator.java
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 * $Header$
 * $Revision: 1161 $
 * $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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*
* $Id: JDOMXPath.java 1161 2006-06-03 20:36:00Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/jdom/JDOMXPath.java
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* $Header$
* $Revision: 1255 $
* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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*
* $Id: FollowingSiblingAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/util/FollowingSiblingAxisIterator.java
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 * $Header$
 * $Revision: 1128 $
 * $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: Step.java 1268 2006-12-10 15:32:14Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/Step.java

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* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: Operator.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/saxpath/Operator.java
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* $Revision: 1277 $
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/*
$Id: XPath.java 1304 2007-05-02 15:00:13Z elharo $

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* $Date: 2006-11-08 05:59:38 -0800 (Wed, 08 Nov 2006) $
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* $Id: XPathFunctionContext.java 1222 2006-11-08 13:59:38Z elharo $
* /

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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/*
$Id: IterableChildAxis.java 1162 2006-06-03 20:52:26Z elharo $

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/iter/IterableChildAxis.java
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* $Revision: 1257 $
* $Date: 2006-11-13 14:10:09 -0800 (Mon, 13 Nov 2006) $
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* $Id: PrecedingSiblingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/util/PrecedingSiblingAxisIterator.java
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 * $Header$
 * $Revision: 1252 $
 * $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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 * $Id: RelationalExpr.java 1252 2006-11-09 16:21:05Z elharo $
 */
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/*
 */

* $Header$
* $Revision: 1273 $
* $Date: 2007-01-03 12:47:42 -0800 (Wed, 03 Jan 2007) $
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* $Id: DefaultLiteralExpr.java 1273 2007-01-03 20:47:42Z elharo $
*/

FOUND IN PATH(S):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultLiteralExpr.java

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 * $Header$
 * $Revision: 1128$
 * $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006)$
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* $Id: LocalNameFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/function/LocalNameFunction.java

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/*
$Id: Context.java 1219 2006-10-15 21:08:16Z elharo $
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 * $Revision: 1396 $
 * $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultLessThanEqualExpr.java
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/*
* $Header$
* $Revision: 1345 $
* $Date: 2009-10-22 07:25:23 -0400 (Thu, 22 Oct 2009) $
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* $Id: DefaultLocationPath.java 1345 2009-10-22 11:25:23Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.90/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultLocationPath.java
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 * $Revision: 1161 $
 * $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: SAXPathException.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1.1.6-sources-
  jar/org/jaxen/saxpath/SAXPathException.java
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* $Id: Function.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: NamespaceNode.java 1370 2012-05-06 23:52:12Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Date: 2006-11-13 14:38:17 -0800 (Mon, 13 Nov 2006) $
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* $Id: PredicateSet.java 1258 2006-11-13 22:38:17Z elharo $
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$Id: FollowingAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $

Found in path(s):
/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/FollowingAxisIterator.java

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* $Id: DefaultAbsoluteLocationPath.java 1261 2006-11-30 18:49:27Z elharo $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultAbsoluteLocationPath.java

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/StackedIterator.java

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 * $Revision: 1161 $
 * $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: XPathSyntaxException.java 1161 2006-06-03 20:36:00Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/saxpath/XPathSyntaxException.java

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* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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$Id: AncestorOrSelfAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $

Found in path(s):
/ /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/AncestorOrSelfAxisIterator.java

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.90/jaxen-1-1-6-sources-
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* $Id: IterableFollowingSiblingAxis.java 1162 2006-06-03 20:52:26Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/expr/iter/IterableFollowingSiblingAxis.java
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* $Id: LangFunction.java 1128 2006-02-05 21:49:04Z elharo $
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Found in path(s):
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* jar/org/jaxen/expr/DefaultTextNodeStep.java
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* $Id: StringLengthFunction.java 1324 2008-04-27 01:48:59Z elharo $
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* $Id: DefaultXPathExpr.java 1162 2006-06-03 20:52:26Z elharo $
*
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/expr/DefaultXPathExpr.java
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* $Id: NamespaceTest.java 1128 2006-02-05 21:49:04Z elharo $  
*/

Found in path(s):  
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-  
  jar/org/jaxen/pattern/NamespaceTest.java  
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* $Date: 2012-05-05 12:17:35 -0400 (Sat, 05 May 2012) $  
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* $Id: DefaultFunctionCallExpr.java 1366 2012-05-05 16:17:35Z elharo $
* 
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/expr/DefaultFunctionCallExpr.java

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* $Id: SubstringAfterFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/function/SubstringAfterFunction.java
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* $Id: EndsWithFunction.java 1128 2006-02-05 21:49:04Z elharo $
* /

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/function/ext/EndsWithFunction.java
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* $Header$
* $Revision: 1334 $
* $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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*$Id: TokenTypes.java 1334 2008-11-29 17:58:48Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/saxpath/base/TokenTypes.java

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$Id: NamespaceUriFunction.java 1128 2006-02-05 21:49:04Z elharo $

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* $Id: LocaleFunctionSupport.java 1128 2006-02-05 21:49:04Z elharo $
jar/org/jaxen/function/ext/LocaleFunctionSupport.java

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 * $Id: DefaultOrExpr.java 1261 2006-11-30 18:49:27Z elharo $
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources.jar/org/jaxen/expr/DefaultOrExpr.java

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* $Id: XPathExpr.java 1306 2007-05-02 15:04:46Z elharo $
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* $Id: ProcessingInstructionNodeStep.java 1226 2006-11-08 15:44:33Z elharo $
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* $Id: SimpleNamespaceContext.java 1159 2006-06-03 20:25:34Z elharo $
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*
* $Id: BooleanFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/function/BooleanFunction.java
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* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterableDescendantOrSelfAxis.java 1162 2006-06-03 20:52:26Z elharo $

* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/iter/IterableDescendantOrSelfAxis.java

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* $Id: IterablePrecedingAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/iter/IterablePrecedingAxis.java

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FOUND IN PATH(S):
/.../jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultLessThanExpr.java

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 * $Revision: 1225 $
 * $Date: 2006-11-08 07:42:39 -0800 (Wed, 08 Nov 2006) $
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 * $Id: AllNodeStep.java 1225 2006-11-08 15:42:39Z elharo $
 */
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/AllNodeStep.java
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 * $Revision: 1252 $
 * $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* $Id: LogicalExpr.java 1252 2006-11-09 16:21:05Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/LogicalExpr.java
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 * $Header$
 * $Revision: 1386 $
 * $Date: 2012-07-29 09:29:13 -0400 (Sun, 29 Jul 2012) $
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* $Id: NumberFunction.java 1386 2012-07-29 13:29:13Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/function/NumberFunction.java
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* $Header$
* $Revision: 1321 $
* $Date: 2008-04-26 17:30:06 -0700 (Sat, 26 Apr 2008) $
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$Id: BaseXPath.java 1321 2008-04-27 00:30:06Z elharo $

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* $Id: IdFunction.java 1128 2006-02-05 21:49:04Z elharo $
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  * /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/function/IdFunction.java
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* $Id: MultiplicativeExpr.java 1325 2008-04-27 01:55:05Z elharo $
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* $Id: TranslateFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* jar/org/jaxen/function/TranslateFunction.java
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* $Id: LiteralExpr.java 1234 2006-11-08 16:47:30Z elharo $
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* jar/org/jaxen/expr/LiteralExpr.java

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* $Id: QualifiedName.java 1154 2006-06-01 13:19:30Z elharo $
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* $Id: TrueFunction.java 1128 2006-02-05 21:49:04Z elharo $

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/function/TrueFunction.java

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* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: XOMXPath.java 1161 2006-06-03 20:36:00Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/xom/XOMXPath.java
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 * $Header$
 * $Revision: 1128 $
No license file was found, but licenses were detected in source scan.

/*
 * $Header$
 * $Revision: 1396 $
 * $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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 * $Id: DefaultGreaterThanExpr.java 1396 2013-01-13 12:22:49Z elharo $
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultGreaterThanExpr.java
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 * $Revision: 1128 $
 * $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: StringFunction.java 1128 2006-02-05 21:49:04Z elharo $ *

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/function/StringFunction.java

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 * $Header$
 * $Revision: 1162 $
 * $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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$Id: Dom4jXPath.java 1162 2006-06-03 20:52:26Z elharo $
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* $Revision: 1160 $
* $Date: 2006-06-03 13:26:02 -0700 (Sat, 03 Jun 2006) $
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* $Id: UnsupportedAxisException.java 1160 2006-06-03 20:26:02Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/UnsupportedAxisException.java
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* $Id: StartsWithFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.90/jaxen-1-1-6-sources-
  jar/org/jaxen/function/StartsWithFunction.java
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* $Id: ContainsFunction.java 1128 2006-02-05 21:49:04Z elharo $
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$Id: DocumentNavigator.java 1161 2006-06-03 20:36:00Z elharo $
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* jar/org/jaxen/expr/Predicate.java

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* $Id: DefaultModExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Date: 2006-11-08 11:06:30 -0800 (Wed, 08 Nov 2006) $
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$Id: UnaryExpr.java 1247 2006-11-08 19:06:30Z elharo $

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*  
* $Id: AnyChildNodeTest.java 1128 2006-02-05 21:49:04Z elharo $ 
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/pattern/AnyChildNodeTest.java
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 * $Revision: 1235 $
 * $Date: 2006-11-08 09:02:21 -0800 (Wed, 08 Nov 2006) $
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* $Id: LocationPath.java 1235 2006-11-08 17:02:21Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/LocationPath.java
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* $Id: NameFunction.java 1128 2006-02-05 21:49:04Z elharo $
* /

Found in path(s):

/ /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/function/NameFunction.java

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* *
* $Id: NodeTypeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/pattern/NodeTypeTest.java
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* $Id: DocumentNavigator.java 1171 2006-07-03 13:17:30Z elharo $
*
*/

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jar/org/jaxen/dom4j/DocumentNavigator.java

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$Id: DefaultTruthExpr.java 1335 2008-11-30 14:20:38Z elharo $

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* $Id: IterablePrecedingSiblingAxis.java 1162 2006-06-03 20:52:26Z elharo $*/
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 */
/* $Header$
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/* $Revision: 1193 $
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* $Id: XPathReaderFactory.java 1193 2006-09-15 20:41:38Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: DefaultLogicalExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: NodeTest.java 1128 2006-02-05 21:49:04Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/XPathSyntaxException.java
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* $Id: FilterExpr.java 1326 2008-04-27 01:56:10Z elharo $
*/

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* /opt/ws_local/PERMISSIONS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/FilterExpr.java

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/*
$Id: IterableAttributeAxis.java 1162 2006-06-03 20:52:26Z elharo $
*/

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* $Id: FunctionContext.java 1128 2006-02-05 21:49:04Z elharo $
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$Id: DefaultPredicate.java 1261 2006-11-30 18:49:27Z elharo $

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* $Id: LastFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: NumberExpr.java 1237 2006-11-08 17:17:32Z elharo $
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* $Id: DefaultStep.java 1128 2006-02-05 21:49:04Z elharo $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/pattern/Pattern.java

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* $Id: Axis.java 1133 2006-03-30 13:56:36Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/saxpath/Axis.java

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  $Header$
  $Revision: 1161 $
  $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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* $Id: JavaBeanXPath.java 1161 2006-06-03 20:36:00Z elharo $
* /

Found in path(s):
 /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources.jar/org/jaxen/javabean/JavaBeanXPath.java
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 * $Header$
 * $Revision: 1128 $
 * $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: NameTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources.jar/org/jaxen/pattern/NameTest.java
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* $Header$
* $Revision: 1168 $
* $Date: 2006-07-03 04:58:31 -0700 (Mon, 03 Jul 2006) $
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* $Id: NamespaceContext.java 1168 2006-07-03 11:58:31Z elharo $
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Found in path(s):
*/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources.jar/org/jaxen/NamespaceContext.java
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/*
 * $Header$
 * $Revision: 1396 $
No license file was found, but licenses were detected in source scan.

/*
 * $Header$
 * $Revision: 1241 $
 * $Date: 2006-11-08 10:07:25 -0800 (Wed, 08 Nov 2006) $
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 * $Id: Predicated.java 1241 2006-11-08 18:07:25Z elharo $
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/Predicated.java
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 * $Header$
 * $Revision: 1334 $
 * $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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* $Id: XPathLexer.java 1334 2008-11-29 17:58:48Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: DefaultMultiplyExpr.java 1261 2006-11-30 18:49:27Z elharo $

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* $Id: DefaultAndExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

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1.450 selinux 2.8-1+b1
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   Thanks go to the following people for patches and contributions:

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   for the initial saa7146 driver and its recent overhaul

   Christian Theiss
   for his work on the initial Linux DVB driver

   Marcus Metzler <mocm@metzlerbros.de>
   Ralph Metzler <rjkm@metzlerbros.de>
   for their continuing work on the DVB driver

   Michael Holzt <kju@debian.org>
   for his contributions to the dvb-net driver

   Diego Picciani <d.picciani@novacomp.it>
   for CyberLogin for Linux which allows logging onto EON
   (in case you are wondering where CyberLogin is, EON changed its login
   procedure and CyberLogin is no longer used.)

   Martin Schaller <martin@smurf.franken.de>
   for patching the cable card decoder driver
Klaus Schmidinger <Klaus.Schmidinger@cadsoft.de>
for various fixes regarding tuning, OSD and CI stuff and his work on VDR

Steve Brown <sbrown@cortland.com>
for his AFC kernel thread

Christoph Martin <martin@uni-mainz.de>
for his LIRC infrared handler

Andreas Oberritter <obi@linuxtv.org>
Dennis Noermann <dennis.noermann@noernet.de>
Felix Domke <tmbinc@elitedvb.net>
Florian Schirmer <jolt@tuxbox.org>
Ronny Strutz <3des@elitedvb.de>
Wolfram Joost <dbox2@frokaschwei.de>
...and all the other dbox2 people
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their work on the dbox2 port of the DVB driver

Oliver Endriss <o.endriss@gmx.de>
for many bugfixes

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for the tda1004x frontend driver, and various bugfixes

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for the driver for the Technisat SkyStar2 PCI DVB card

Vadim Catana <skystar@moldova.cc>
Roberto Ragusa <r.ragusa@libero.it>
Augusto Cardoso <augusto@carhil.net>
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Davor Emard <emard@softhome.net>
for his work on the budget drivers, the demux code,
the module unloading problems, ...

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Michael Dreher <michael@5dot1.de>
Andreas 'randy' Weinberger
for the support of the Fujitsu-Siemens Activy budget DVB-S

Kenneth Aafly <ke-aa@frisurf.no>
for adding support for Typhoon DVB-S budget card
Ernst Peinlich <e.peinlich@inode.at>
for tuning/DiSEqC support for the DEC 3000-s

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for the IR code for the ttusb-dec driver

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for maintaining v4l/dvb inter-tree dependencies

Taylor Jacob <rtjacob@earthlink.net>
for the nxt2002 frontend driver

Jean-Francois Thibert <jeanfrancois@sagetv.com>
for the nxt2004 frontend driver

Kirk Lapray <kirk.lapray@gmail.com>
for the or51211 and or51132 frontend drivers, and
for merging the nxt2002 and nxt2004 modules into a
single nxt200x frontend driver.

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static inline int license_is_gpl_compatible(const char *license)
{
    return (strcmp(license, "GPL") == 0
            || strcmp(license, "GPL v2") == 0
            || strcmp(license, "GPL and additional rights") == 0
            || strcmp(license, "Dual BSD/GPL") == 0
            || strcmp(license, "Dual MIT/GPL") == 0
            || strcmp(license, "Dual MPL/GPL") == 0);
}
#endif

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QLogic Linux qlcnic NIC Driver

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Ragnar Hojland Espinosa <ragnar@macula.net>
ConferenceTV card

+ many more (please mail me if you are missing in this list and would
like to be mentioned)
/* nicstar.c  v0.22  Jawaid Bazyar (bazyar@hypermall.com)
* nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)
* 
* Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
* http://www.hypermall.com/
* 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY
*interrupts us (except possibly for removal/insertion of the cable?)
* 10/4/97 - began heavy inline documentation of the code. Corrected typos
*and spelling mistakes.
* 10/5/97 - added code to handle PHY interrupts, disable PHY on
*loss of link, and correctly re-enable PHY when link is
*re-established. (put back CFG_PHYIE)
* 
* Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.
* R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
*
* Linux driver for the IDT77201 NICStAR PCI ATM controller.
* PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;
* see init_nicstar() for PHY initialization to change this. This driver
* expects the Linux ATM stack to support scatter-gather lists
* (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.
*
* Implementing minimal-copy of received data:
* IDT always receives data into a small buffer, then large buffers
* as needed. This means that data must always be copied to create
* the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
* Fix is simple: make large buffers large enough to hold entire
* SDU, and leave <small_buffer_data> bytes empty at the start. Then
* copy small buffer contents to head of large buffer.
* Trick is to avoid fragmenting Linux, due to need for a lot of large
* buffers. This is done by 2 things:
* 1) skb->destructor / skb->atm.recycle_buffer
*       combined, allow nicstar_free_rx_skb to be called to
*       recycle large data buffers
* 2) skb_clone of received buffers
* See nicstar_free_rx_skb and linearize_buffer for implementation
* details.
*
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*
* M. Welsh, 6 July 1996
*  
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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.
*/

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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 fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
* @param desc
* the class descriptor of the annotation class.
* /

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

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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources.jar/org/objectweb/asm/optimizer/shrink-resize.properties
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-
  jar/org/objectweb/asm/TypePath.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-
  jar/org/objectweb/asm/TypeReference.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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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this constructor</i>. Instead, they must use the
 * [{@link JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])})
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined method code to (use <code>null</code> for none).
 * @param access
 * the method's access flags (see {@link Opcodes}). This parameter also indicates if the method is synthetic and/or deprecated.
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see {@link Type}).
 * @param signature
 * the method's signature. May be <tt>null</tt>.
 * @param exceptions
 * the internal names of the method's exception classes (see
 * {{@link Type#getName()} getInternalName}). May be <tt>null</tt>.
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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/**
 * Creates a new {@link GeneratorAdapter}. Subclasses must not use this
 * constructor. Instead, they must use the
 * [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 [Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */
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1.462 split-js 1.6.0

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

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

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Oracle

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* java.sun.security.ssl

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

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

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Apache

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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@heading END OF TERMS AND CONDITIONS
@end iftex
@ifinfo
@center END OF TERMS AND CONDITIONS
@end ifinfo

@page
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@var{one line to give the program's name and a brief idea of what it does.}

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1.480 brave-instrumentation-kafka-streams

5.9.0

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1.483 slf4j-log4j 1.7.29

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  jar/org/springframework/integration/config/annotation/BridgeFromAnnotationPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/scheduling/PollSkipStrategy.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/PublisherRegistrar.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/handler/AbstractMessageProducingHandler.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/IdempotentReceiverAutoProxyCreator.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/scheduling/PollSkipAdvice.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/json/ToStringFriendlyJsonNodeToStringConverter.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/util/FunctionIterator.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/store/PriorityCapableChannelMessageStore.java
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  jar/org/springframework/integration/support/converter/DefaultDatatypeChannelMessageConverter.java
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  jar/org/springframework/integration/annotation/IdempotentReceiver.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/transaction/IntegrationResourceHolderSynchronization.java
jar/org/springframework/integration/context/CustomConversionServiceFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/handler/advice/IdempotentReceiverInterceptor.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/config/annotation/BridgeToAnnotationPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/channel/interceptor/VetoCapableInterceptor.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/expression/ControlBusMethodFilter.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/store/BasicMessageGroupStore.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/config/EnableMessageHistory.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/config/IntegrationRegistrar.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/config/IntegrationConverterInitializer.java

1.487 json3 3.3.2

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1.489 error_prone_annotations 2.1.3

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* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/DoNotMock.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/FormatString.java

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* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/concurrent/LockMethod.java

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* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/SuppressPackageLocation.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/ForOverride.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/Var.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/concurrent/IncompatibleModifiers.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-jar/com/google/errorprone/annotations/concurrent/LazyInit.java
1.490 ripemd160 2.0.2

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1.491 dgrid 1.3.0 1.3.0

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

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

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

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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

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1.496 spring-beans 3.2.17

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* /opt/ws_local/PERMITS_SQL/1028331601_1591433187.84/0/spring-cloud-function-context-3-0-0-release-sources-1-jar/org/springframework/cloud/function/context/catalog/FunctionTypeUtils.java

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* /opt/ws_local/PERMITS_SQL/1028331601_1591433187.84/0/spring-cloud-function-context-3-0-0-release-sources-1.jar/org/springframework/cloud/function/context/config/ContextFunctionCatalogAutoConfiguration.java

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* /opt/ws_local/PERMITS_SQL/1028331601_1591433187.84/0/spring-cloud-function-context-3-0-0-release-sources-1.jar/org/springframework/cloud/function/context/FunctionCatalog.java
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1.502 minimalistic-assert 1.0.1

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1.532 byte-buddy-dep 1.10.6

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- /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/spring-boot-actuator-2-2-4-release-sources.jar/org/springframework/boot/actuate/endpointsSupplier.java
- /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/spring-boot-actuator-2-2-4-release-sources.jar/org/springframework/boot/actuate/redis/RedisReactiveHealthIndicator.java
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- /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/spring-boot-actuator-2-2-4-release-sources.jar/org/springframework/boot/actuate/endpoint/invoke/package-info.java
- /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/spring-boot-actuator-2-2-4-release-sources.jar/org/springframework/boot/actuate/health/HealthIndicator.java
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- /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/spring-boot-actuator-2-2-4-release-sources.jar/org/springframework/boot/actuate/context/properties/package-info.java
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* /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/0/spring-boot-actuator-2-2-4-release-sources-jar/org/springframework/boot/actuate/endpoint/invoke/OperationParameters.java
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* /opt/ws_local/PERMITS_SQL/1031928352_1588775709.0/0/spring-boot-actuator-2-2-4-release-sources-jar/org/springframework/boot/actuate/endpoint/web/annotation/ControllerEndpointsSupplier.java
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1.534 javax-websocket-server-impl

9.4.26.v20200117

1.534.1 Available under license:

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

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

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

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jettyschemas

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Assorted

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Manoj Srivastava <srivasta@debian.org>
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1.541 spring-cloud-starter-consul-config 2.2.0

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along with this program; if not, write to the Free Software
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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate
parts of the General Public License. Of course, the commands you use may
be called something other than `show w' and `show c'; they could even be
mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your
school, if any, to sign a "copyright disclaimer" for the program, if
necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

This General Public License does not permit incorporating your program into
proprietary programs. If your program is a subroutine library, you may
consider it more useful to permit linking proprietary applications with the
library. If this is what you want to do, use the GNU Library General
Public License instead of this License.

1.545 safe-buffer 5.1.2
1.545.1 Available under license:
The MIT License (MIT)

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1.546 parseuri 0.0.5
1.546.1 Available under license:
The MIT License (MIT)

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OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
THE SOFTWARE.

1.547 animate 3.5.1
1.547.1 Available under license :
No license file was found, but licenses were detected in source scan.

#Animate.css
*Just-add-water CSS animation*

`animate.css` is a bunch of cool, fun, and cross-browser animations for you to use in your projects. Great for emphasis, home pages, sliders, and general just-add-water-awesomeness.

##Basic Usage
1. Include the stylesheet on your document's `<head>`

```html
<head>
<link rel="stylesheet" href="animate.min.css">
</head>
```

2. Add the class `animated` to the element you want to animate.
You may also want to include the class `infinite` for an infinite loop.

3. Finally you need to add one of the following classes:

* `bounce`
* `flash`
* `pulse`
* `rubberBand`
* `shake`
* `headShake`
* `swing`
* `tada`
* `wobble`
* `jello`
* `bounceIn`
* `bounceInDown`
* `bounceInLeft`
* `bounceInRight`
* `bounceInUp`
* `bounceOut`
* `bounceOutDown`
* `bounceOutLeft`
* `bounceOutRight`
* `bounceOutUp`
* `fadeIn`
* `fadeInDown`
* `fadeInDownBig`
* `fadeInLeft`
* `fadeInLeftBig`
* `fadeInRight`
* `fadeInRightBig`
* `fadeInUp`
* `fadeInUpBig`
* `fadeOut`
* `fadeOutDown`
* `fadeOutDownBig`
* `fadeOutLeft`
* `fadeOutLeftBig`
* `fadeOutRight`
* `fadeOutRightBig`
* `fadeOutUp`
* `fadeOutUpBig`
* `flipInX`
* `flipInY`
* `flipOutX`
* `flipOutY`
* `lightSpeedIn`
* `lightSpeedOut`
* `rotateIn`
* `rotateInDownLeft`
* `rotateInDownRight`
* `rotateInUpLeft`
* `rotateInUpRight`
* `rotateOut`
* `rotateOutDownLeft`
* `rotateOutDownRight`
* `rotateOutUpLeft`
* `rotateOutUpRight`
* `hinge`
* `rollIn`
* `rollOut`
* `zoomIn`
* `zoomInDown`
* `zoomInLeft`
* `zoomInRight`
* `zoomInUp`
* `zoomOut`
* `zoomOutDown`
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[View a video tutorial](https://www.youtube.com/watch?v=CBQGl6zokMs) on how to use Animate.css with jQuery here.

**Note:** `jQuery.one()` is used when you want to execute the event handler at most *once*. More information [here](http://api.jquery.com/one/).

You can change the duration of your animations, add a delay or change the number of times that it plays:

```css
#yourElement {
  -vendor-animation-duration: 3s;
  -vendor-animation-delay: 2s;
  -vendor-animation-iteration-count: infinite;
}
```

*Note: be sure to replace `"vendor"` in the CSS with the applicable vendor prefixes (webkit, moz, etc)*

### Custom Builds
Animate.css is powered by [gulp.js](http://gulpjs.com/), and you can create custom builds pretty easily. First of all, you'll need Gulp and all other dependencies:

```sh
$ cd path/to/animate.css/
$ sudo npm install
```

Next, run `gulp` to compile your custom builds. For example, if you want only some of the the attention seekers, simply edit the `animate-config.json` file to select only the animations you want to use.

```javascript
"attention_seekers": {
  "bounce": true,
  "flash": false,
  "pulse": false,
  "shake": true,
  "headShake": true,
  "swing": true,
  "tada": true,
  "wobble": true,
  "jello":true
}
```

### License
Animate.css is licensed under the MIT license. (http://opensource.org/licenses/MIT)
## Contributing

Pull requests are the way to go here. I apologize in advance for the slow action on pull requests and issues. I only have two rules for submitting a pull request: match the naming convention (camelCase, categorised [fades, bounces, etc]) and let us see a demo of submitted animations in a [pen](http://codepen.io). That last one is important.

Found in path(s):

* `/opt/ws_local/PERMITS_SQL/1047774661_1591200005.48/0/animate-css-3-5-1-src-zip/README.md`

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

* Licensed under the MIT license - http://opensource.org/licenses/MIT

Found in path(s):

* `/opt/ws_local/PERMITS_SQL/1047774661_1591200005.48/0/animate-css-3-5-1-src-zip/gulpfile.js`

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

/*!
* animate.css -http://daneden.me/animate
* Version - 3.5.0
* Licensed under the MIT license - http://opensource.org/licenses/MIT
* 
* Copyright (c) 2016 Daniel Eden
*/

Found in path(s):

* `/opt/ws_local/PERMITS_SQL/1047774661_1591200005.48/0/animate-css-3-5-1-src-zip/animate.min.css`

* `/opt/ws_local/PERMITS_SQL/1047774661_1591200005.48/0/animate-css-3-5-1-src-zip/animate.css`

### 1.548 libjpeg-turbo 1.5.2-2+b1

#### 1.548.1 Notifications :

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

#### 1.548.2 Available under license :

The Independent JPEG Group's JPEG software

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

README for release 6b of 27-Mar-1998

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

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.

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

DOCUMENTATION ROADMAP
=====================
This file contains the following sections:

OVERVIEW General description of JPEG and the IJK 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 IJK releases.

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJK 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 IJK files.
coderules.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.

We welcome the use of this software as a component of commercial products. No royalty is required, but we do ask for an acknowledgement in product documentation, as described under LEGAL ISSUES.

LEGAL ISSUES
In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)
2. You can use this software for whatever you want. You don't have to pay us.
3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

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(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".
(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

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.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.
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
==========

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 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
The TIFF 6.0 file format specification can be obtained by FTP from 
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 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 

ARCHIVE LOCATIONS
=================

The "official" archive site for this software is ftp.uu.net (Internet 
address 192.48.96.9). The most recent released version can always be found 
there in directory 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 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 
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 
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
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

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 PBMPLUS 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 PBMPLUS/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

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
=====

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.

1.549 jetty-security 9.4.26.v20200117

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

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Oracle OpenJDK

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* java.sun.security.ssl

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org.apache.tomcat:tomcat-jsp-api
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org.eclipse.jetty.toolchain:jettyschemas

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1.554 debianutils 4.8.6.1

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1.555 select 1.1.2

1.556 dpkg 1.19.7

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1.559 jetty-client 9.4.26.v20200117

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

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

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.560 md5.js 1.3.5

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-- vile: txtmode file-encoding=utf-8
1.562 sysv-init 2.93 9

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1.563 spring-framework 3.2.17

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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/extra/processor/RingBuffer.java

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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Function6.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Predicate4.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Function3.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Predicate5.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Consumer4.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Predicate7.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Predicate8.java
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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources.jar/reactor/function/Predicate8.java
jar/reactor/swing/SwtScheduler.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Function7.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Consumer5.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Predicate6.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/swing/SwingScheduler.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Consumer6.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageDouble.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoFromFluxOperator.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumLong.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/cache/CacheFlux.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumFloat.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/scheduler/clock/SchedulerClock.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Predicate3.java

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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/extra/processor/WorkQueueProcessor.java
1.570 component-emitter 1.3.0

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1.575 libunistring 0.9.10 1

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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org.eclipse.jetty.toolchain:jetty-schemas  

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Assorted  
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1.597 d3-tip 0.6.8

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ordinary GNU General Public License has appeared, then you can specify
that version instead if you wish.) Do not make any other change in
these notices.

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that copy, so the ordinary GNU General Public License applies to all
subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of
the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or
derivative of it, under Section 2) in object code or executable form
under the terms of Sections 1 and 2 above provided that you accompany
it with the complete corresponding machine-readable source code, which
must be distributed under the terms of Sections 1 and 2 above on a
medium customarily used for software interchange.

If distribution of object code is made by offering access to copy
from a designated place, then offering equivalent access to copy the
source code from the same place satisfies the requirement to
distribute the source code, even though third parties are not
compelled to copy the source along with the object code.

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

However, linking a "work that uses the Library" with the Library
creates an executable that is a derivative of the Library (because it
contains portions of the Library), rather than a "work that uses the
library". The executable is therefore covered by this License.
Section 6 states terms for distribution of such executables.

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

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

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

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

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

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the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

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1.600 angular-forms 9.0.7
1.600.1 Available under license:

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* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/fesm2015/forms.js
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Angular
=======

The sources for this package are in the main [Angular](https://github.com/angular/angular) repo. Please file issues and pull requests against that repo.

Usage information and reference details can be found in [Angular documentation](https://angular.io/docs).

License: MIT

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/README.md

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```typescript

/**
 * Function that is called by the forms API when
 * ```
 * `(blur)` : `_onTouched()`
 * ```
 * @param fn The callback function to register
 */

function registerOnTouched(fn: any): void {

  this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
}
```
the control status changes to `DISABLED`. Depending on the status, it enables or disables the appropriate DOM element. The following is an example of writing the disabled property to a native DOM element:

```ts
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
```

The disabled status is set on the element when `setDisabledState(isDisabled: boolean): void;` is called. The control status changes to `DISABLED`. Depending on the status, it enables or disables the appropriate DOM element:

```ts
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
```

The disabled status is set on the element when `setDisabledState(isDisabled: boolean): void;` is called. The `setDisabledState` method is used to provide a `ControlValueAccessor` for form controls.

```ts
setDisabledState?(isDisabled: boolean): void;
```

The following example shows how to use a checkbox with a reactive form:

```ts
<formControlControl(name): boolean) => {}:
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```

Registers a function called when the control value changes:

```ts
registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }
```

Registers a function called when the control is touched:

```ts
registerOnTouched(fn: () => {}): void { this.onTouched = fn; }
```
how to use an input element that activates the default value accessor

```ts
const firstNameControl = new FormControl();
```

```ts
<formControl name="firstName"></formControl>
```

```ts
<input type="text" [formControl]="firstNameControl">
```

@ngModule ReactiveFormsModule
@ngModule
FormsModule
@publicApi

```ts
@Directive({
  selector: 
  // Selectors that do not match the ones used by the Angular Model
  'input:not([type=checkbox])[formControlName],textarea[formControlName],input:not([type=checkbox])[formControl],textarea[formControl],input:not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',
  // TODO: vsavkin replace the above selector with the one below it once
  // https://github.com/angular/angular/issues/3011 is implemented
  host: {
    '(input)': 
      '($any(this)._handleInput(Seven.target.value), null)',
    '(blur)':'onTouched();
    '(compositionstart)':'$any(this)._compositionStart()','(compositionend)':'$any(this)._compositionEnd(Seven.target.value)'
  },
  providers: [DEFAULT_VALUE_ACCESSOR]
})
```

```ts
export class DefaultValueAccessor implements
ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when an input event occurs on the input element.
   */
  onChange = (_: any) => {};

  /**
   * @description
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  /**
   * Whether the user is creating a composition string (IME events).
   */
  private _composing = false;

  constructor(
    private _renderer: Renderer2, private _elementRef: ElementRef,
    @Optional()
    @Inject(COMPOSITION_BUFFER_MODE) private _compositionMode: boolean) {
    if (this._compositionMode == null) {
      this._compositionMode = !_isAndroid();
    }
  }

  /**
   * Sets the 'value' property on the input element.
   *
   * @param value The checked value
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
  }

  /**
   * Registers a function called when the control value changes.
   *
   * @param fn The callback function
   */
  registerOnChange(fn: (_: any) => void): void {
    this.onChange = fn;
  }

  /**
   * Registers a function called when the control is touched.
   *
   * @param fn The callback function
   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * @description
   * Registers a function called when the control value
   * changes.
   *
   * @param fn The callback function
   */
  registerOnTouched(fn: (_: any) => void): void {
    this.onTouched = fn;
  }
```

```ts
/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 */
```

```ts
import {Observable} from 'rxjs';
import {AbstractControl} from '../model';
import {ValidationErrors} from './validators';

/**
 * @description
 * Base class for control directives.
 *
 * This class is only used internally in the 'ReactiveFormsModule' and the 'FormsModule'.
 * @publicApi
 * @export
 * @abstract
 * @class
 */
```

```ts
@Directive({
  selector: 
  // The selector string is split into two parts:
  // 1. The internal part represents the part of the selector that
  //    is represented in the interface (including the ngModel
  //    host attribute)
  // 2. The external part represents the part of the selector that
  //    is handled by the change detection
  //    (including the host attribute)
  //    This is represented by the 'selector' property of the
  //    'ControlValueAccessor'
  [ngModel],
  [formControl],
  [formControlName],
  [ngDefaultControl]
})
```

```ts
export class AbstractControlDirective {
  /**
   * @description
   * A reference to the underlying control.
   * @returns the control that backs this directive. Most properties fall through to that
   * instance.
   */
  abstract get control(): AbstractControl|null;

  /**
   * Reports the value of the control if it is present, otherwise null.
   */
  get value(): any { return this.control ? this.control.value : null; }

  /**
   * Reports the value of the control if it is present, otherwise null.
   */
  get invalid(): boolean|null {
    return this.control ? this.control.invalid : null;
  }
```
disabled, meaning that the control is disabled
* in the UI and is exempt from validation checks and excluded from aggregate
* values of ancestor controls. If the control is not present, null is returned.
* @description
* @param boolean
* @description
* @param Array<string|number>|string)
* Returns a multicasting observable of value changes for the control that emits the current value of the control changes in the UI or programmatically.
* @description
* Returns an array that represents the path from the top-level form to this control.
* Each index is the string name of the control at that level.
* @param string[]): boolean
* @description
* Returns whether the control with the given path has the error specified.
* @param @param string

  Deserialize
  all the above properties. If the control is not present, null is returned.
* @description
* @param Array<string|number>|string): any

  Serialization
  is used to support objects with circular references. If the control is not present, null is returned.
* @description
* @param any

  getType
  returns the type of the value.
* @param string

  set
  sets the value of the control.
* @param any

  get
  gets the value of the control.
* @param any

  check
  checks whether the given value is present in the control at the given path.
* @param boolean

  touch
 -mark the control as touched, meaning that the user has triggered a 'blur' event on it. If the control is not present, null is returned.
* @description
* @param string

  path
  returns an array of string control names, e.g. ['address', 'street']
* @description
* @param any

  reset
  resets the control with the provided value if the control is present.
* @param value

  value
  Returns an observable of value changes for the control that emits the current value of the control changes in the UI or programmatically.
* @param string

  statusChanges
  Returns a multicasting observable that emits a validation status whenever it is calculated for the control. If the control is not present, null is returned.
* @description
* @param string

  status
  Returns the validation status of the control. Possible values include:
* @description
* @param string

  untouched
  Returns whether the control is untouched, meaning that the user has not yet triggered a 'blur' event on it. If the control is not present, null is returned.
* @description
* @param string

  errors
  Returns the control's validation errors. If the control is not present, null is returned.
* @description
* @param string

  enabled
  Reports whether the control is enabled, meaning that the control is included in ancestor calculations of validity or value.
* @description
* @param string

  disabled
  Reports whether the control is disabled, meaning that the user is not yet changed the value in the UI.
* @description
* @param string

  pristine
  Returns whether the control is pristine, meaning that the user has not yet changed the value in the UI.
* @description
* @param string

  touched
  Returns whether the control is touched, meaning that the user has triggered a 'blur' event on it. If the control is not present, null is returned.
* @description
* @param string

  dirty
  Returns whether the control is dirty, meaning that the user has changed the value in the UI. If the control is not present, null is returned.
* @description
* @param string

  pristine
  Returns whether the control is pristine, meaning that the user has not yet triggered a 'blur' event on it. If the control is not present, null is returned.
* @description
* @param string

  enabled
  Returns whether the control is enabled, meaning that the control is included in ancestor calculations of validity or value.
* @description
* @param string

  disabled
  Reports whether the control is disabled, meaning that the user is not yet changed the value in the UI.
* @description
* @param string

  pristine
  Returns whether the control is pristine, meaning that the user has not yet changed the value in the UI.
* @description
* @param string

  touched
  Returns whether the control is touched, meaning that the user has triggered a 'blur' event on it. If the control is not present, null is returned.
* @description
* @param string

  dirty
  Returns whether the control is dirty, meaning that the user has changed the value in the UI. If the control is not present, null is returned.
* @description
* @param string

  pristine
  Returns whether the control is pristine, meaning that the user has not yet triggered a 'blur' event on it. If the control is not present, null is returned.
return this.control ? this.control.getError(errorCode, path) : null;
}

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 */

import {AbstractControlDirective} from './abstract_control_directive';
import {Form} from './form_interface';

return this.control ? this.control.getError(errorCode, path) : null;
}

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 */

import {AbstractControlDirective} from './abstract_control_directive';
import {Form} from './form_interface';

return this.control ? this.control.getError(errorCode, path) : null;
}

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 */

import {AbstractControlDirective} from './abstract_control_directive';
import {Form} from './form_interface';

return this.control ? this.control.getError(errorCode, path) : null;
}
ReactiveFormsModule

```typescript
@Directive({
  selector: '
    [formControlName], [ngModel], [formControl], [host: ngControlStatusHost]
  }
})
export class NgControlStatus extends AbstractControlStatus {
  constructor(@Self() cd: NgControl) { super(cd); }
}

/**
 * @description
 * Directive automatically applied to Angular form groups that sets CSS classes
 * based on control status (valid/invalid/dirty/etc).
 */
@Directive({
  selector: '[formGroupName], [formArrayName], [ngModelGroup], [formGroup], [form: not([ngNoForm]), [ngForm]], [host: ngControlStatusHost]
})
export class NgControlStatusGroup extends AbstractControlStatus {
  constructor(@Self() cd: ControlContainer) { super(cd); }
}
```

/**
 * A regular expression that matches valid e-mail addresses.
 *
 * At a high level, this regexp matches e-mail addresses of the format `local-part@tld`,
 * where:
 * - `local-part` consists of one or more of the allowed characters (alphanumeric and some
 *   punctuation symbols).
 * - `local-part` cannot begin or end with a period (`.`).
 * - `local-part` cannot be longer than 64 characters.
 * - `tld` consists of one or more `labels` separated by periods (`.`).
 * - `tld` cannot begin or end with a dash (`-`) or a period (`.`).
 * - The whole address cannot be longer than 254 characters.
 *
 * ## Implementation
 * 
 * The main differences from the WHATWG version are:
 *   - Disallow `local-part` to begin or end with a period (`.`).
 *   - Disallow `local-part` length to exceed 64 characters.
 *   - Disallow total address length to exceed 254 characters.
 *
 * This regexp was ported over from AngularJS (see there for git history):
 */
const EMAIL_REGEXP = /^\S+@[\w-]+\.[\w-]+$/;

/**
 * @description
 * Provides a set of built-in validators that can be used by form controls.
 *
 * A validator is a function that processes a `FormControl` or
 * collection of `FormControl`s and returns an error map or null. A null map means that validation has passed.
 *
 * @see [Form Validation](/guide/form-validation)
 */
export class Validators {
  /**
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param value The value to validate.
   * @param options Additional options for the validator.
   * @return An error map if the value does not meet the requirement, or null if it does.
   */
  static gt(value: any, options: { strict: boolean; }): ValidationErrors {
    if (value === null || value === undefined) {
      return null;
    }
    const min = options.min || 0;
    return isEmptyInputValue(value) || value <= min ? {gt: true} : null;
  }

  /**
   * Validator that requires the control's value to be less than or equal to the provided number.
   *
   * @param value The value to validate.
   * @param options Additional options for the validator.
   * @return An error map if the value exceeds the limit, or null if it doesn't.
   */
  static lt(value: any, options: { strict: boolean; }): ValidationErrors {
    if (value === null || value === undefined) {
      return null;
    }
    const max = options.max || 0;
    return isEmptyInputValue(value) || value > max ? {lt: true} : null;
  }

  /**
   * Validator that requires the control's value to be less than the provided number.
   *
   * @param value The value to validate.
   * @param options Additional options for the validator.
   * @return An error map if the value is greater than the limit, or null if it isn't.
   */
  static lt(value: any, options: { strict: boolean; }): ValidationErrors {
    if (value === null || value === undefined) {
      return null;
    }
    const max = options.max || 0;
    return isEmptyInputValue(value) || value > max ? {lt: true} : null;
  }

  /**
   * Validator that requires the control's value to be equal to the provided value.
   *
   * @param value The value to validate.
   * @param options Additional options for the validator.
   * @return An error map if the two values don't match, or null if they do.
   */
  static eq(value: any, options: { strict: boolean; }): ValidationErrors {
    if (value === null || value === undefined) {
      return null;
    }
    return isEmptyInputValue(value) || value !== options.value ? {eq: true} : null;
  }

  /**
   * Validator that requires the control's value to be different from the provided value.
   *
   * @param value The value to validate.
   * @param options Additional options for the validator.
   * @return An error map if the two values are equal, or null if they're not.
   */
  static ne(value: any, options: { strict: boolean; }): ValidationErrors {
    if (value === null || value === undefined) {
      return null;
    }
    return isEmptyInputValue(value) || value === options.value ? {ne: true} : null;
  }
}
```
The validator exists only as a function and not as a directive.

```typescript
const control = new FormControl(2, Validators.min(3));

console.log(control.errors); // {min: {'min': 3, 'actual': 2}}
```

The validator exists only as a function and not as a directive.

```typescript
const control = new FormControl(2, Validators.min(3));

console.log(control.errors); // {min: {'min': 3, 'actual': 2}}
```
function(control: AbstractControl) {
      return _mergeErrors(_executeValidators(control, presentValidators));

    ValidatorFn[] = validators.filter(isPresent) as any;
    if (presentValidators.length == 0) return null;

    return (ValidatorFn|null|undefined)
  return null;  // don't validate empty values to allow optional controls
}

ValidatorFn(control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
    }

    regex = new RegExp(regexStr);
    if (typeof pattern === 'string') {
      regexStr = '';

      if (pattern.charAt(0) !== '^') regexStr += '^';
      if (pattern.charAt(pattern.length - 1) !== '$') regexStr += '$';

      regexStr += pattern;
    } else {
      regex = pattern;
      regexStr = pattern.toString();

      if (pattern.charAt(0) !== '^') regexStr += '^';
      if (pattern.charAt(pattern.length - 1) !== '$') regexStr += '$';

      regex = new RegExp(regexStr);  
    } else {
      regex = pattern.toString();
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return regex.test(value) ? null :
                                 {'pattern': {'requiredPattern': regexStr, 'actualValue': value}};
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return length > maxLength ?
          {'maxlength': {'requiredLength': maxLength, 'actualLength': length}} :
          null;
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return value.length > minLength ?
          {'minlength': {'requiredLength': minLength, 'actualLength': value.length}} :
          null;
    }

    if (!validators) return null;
    const presentValidators:
      if (presentValidators.length !== 0) return null;

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return length > maxLength ?
          {'maxlength': {'requiredLength': maxLength, 'actualLength': length}} :
          null;
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return length < minLength ?
          {'minlength': {'requiredLength': minLength, 'actualLength': value.length}} :
          null;
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return value.length < minLength ?
          {'minlength': {'requiredLength': minLength, 'actualLength': value.length}} :
          null;
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return regex.test(value) ? null :
                                 {'pattern': {'requiredPattern': regexStr, 'actualValue': value}};
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return value.length < minLength ?
          {'minlength': {'requiredLength': minLength, 'actualLength': value.length}} :
          null;
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return value.length > maxLength ?
          {'maxlength': {'requiredLength': maxLength, 'actualLength': value.length}} :
          null;
    }

    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value)) {
        return null;  // don't validate empty values to allow optional controls
      }

      const value: string = control.value;
      return value.length < minLength ?
          {'minlength': {'requiredLength': minLength, 'actualLength': value.length}} :
          null;
    }
```typescript
/**
 * @description
 * Compose multiple async validators into a single function that returns the union
 * of the individual error objects for the provided control. If the validation check fails,
 * otherwise `null`. If `@returns A validator function that returns an error map with the
 * merged error objects of the async validators if the validation check fails, otherwise `null`.
 * @see `updateValueAndValidity()`
 * @returns
 * static composeAsync(validator: (AsyncValidatorFn)null[]): AsyncValidatorFn
 * {
 *   if (!validators) return null;
 *   const presentValidators: AsyncValidatorFn[] = validators.filter(isPresent) as any;
 *   if (presentValidators.length == 0) return null;
 *   return function(control: AbstractControl) {
 *     _executeAsyncValidators(control, presentValidators).map(toObservable).pipe(map(_mergeErrors)).subscribe();
 *   }
 * }

 * function isPresent(o: any): boolean {
 *   return o != null;
 * }

 * export function toObservable(r: any): Observable<any> {
 *   const obs = isPromise(r) ? from(r) : r;
 *   if (!(isObservable(obs))) {
 *     throw new Error(`Expected validator to return Promise or Observable.`);
 *   }
 *   return obs;
 * }

 * function _executeValidators(control: AbstractControl, validators: ValidatorFn[]): any[] {
 *   return validators.map(v => v(control));
 * }

 * function _executeAsyncValidators(control: AbstractControl, validators: AsyncValidatorFn[]): any[] {
 *   return validators.map(v => v(control));
 * }

 * function _mergeErrors(arrayOfErrors: ValidationErrors[]): ValidationErrors|null {
 *   let res: {
 *     [key: string]: any
 *   } = {};
 *   arrayOfErrors.forEach((errors: ValidationErrors | null) => {
 *     res = errors != null ? {...res !, ...errors} : res !;
 *   });
 *   return Object.keys(res).length === 0 ? null : res !;
 * }

 * import {AbstractControl} from '../model';
 * import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

 * export function normalizeValidator(validator: ValidatorFn | Validator): ValidatorFn {
 *   if ((<Validator>validator).validate) {
 *     return (c: AbstractControl) => (<Validator>validator).validate(c);
 *   } else {
 *     return <ValidatorFn>validator;
 *   }
 * }

 * export function normalizeAsyncValidator(validator: AsyncValidatorFn | AsyncValidator): AsyncValidatorFn {
 *   if ((<AsyncValidator>validator).validate) {
 *     return (c: AbstractControl) => (<AsyncValidator>validator).validate(c);
 *   } else {
 *     return <AsyncValidatorFn>validator;
 *   }
 * }

 * import {Directive, ElementRef, Renderer2, forwardRef} from '@angular/core';
 * import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

 * @Directive({
 *   selector: '[input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel],
 *     (input): onInput(Sevent.target.value),
 *     (touch): onTouch();
 *   providers: [NUMBER_VALUE_ACCESSOR]
 * })
 * export class NumberValueAccessor implements ControlValueAccessor {
 *   writeValue(value: number): void {
 *     // The value needs to be normalized for IE9, otherwise it is set to 'null' when
 *     const normalizedValue = value == null ? ': value
 *   }
```
this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);

/**
 * Registers a function called when the control value changes.
 * @param fn The callback function
 * @description
 * @param this.onChange = (value) => { fn(value == "" ? null : parseFloat(value)); }
 */

/**
 * Validates the input.
 * @param value The value
 * @description
 * @param this.onTouched = fn; }
 */

/**
 * Sets the "disabled" property on the input element.
 * @param isDisabled The disabled value
 * @description
 * @param this.isDisabled = (element: ElementRef) => { isDisabled = true; return isDisabled; }
 */

/**
 * A lifecycle method called when the directive is initialized. For internal use only.
 * @param thisOnInit(): void { this._control =

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Open Source Used In MSX Enterprise Access Service Pack 3.9.0 4255>
```typescript
this._injector.get(NgControl);
this._checkName();
this._registry.add(this._control, this);
}

ngOnDestroy(): void {
  this._registry.remove(this);
}

/**
 * Lifecycle method called before the directive's instance is destroyed.
 * For internal use only.
 */

registerOnDestroy(): void {
  this._registry.remove(this);
}

/**
 * Registers a function called when the control value changes.
 */

registerOnChange(fn: (value: any) => void): void {
  this.onChange = () => {
    fn(this.value);
    this._registry.select(this);
  };
}

/**
 * Registers a function called when the control is touched.
 */

registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

/**
 * The registered callback function called when a change or input event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when the control value changes.
 */

registerOnInput(fn: (value: any) => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when a blur event occurs on the input element.
 */

registerOnBlur(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * The registered callback function called when the control is touched.
 * * @param fn The registered callback function
 * * @description
 * * The registered callback function called when the control is touched.
 */

registerOnTouch(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * Lifecycle method called before the directive's instance is destroyed.
 * For internal use only.
 */

ngOnDestroy(): void {
  this._registry.remove(this);
}

/**
 * Registers a function called when the control value changes.
 */

registerOnChange(fn: (value: any) => void): void {
  this.onChange = () => {
    fn(this.value);
    this._registry.select(this);
  };
}

/**
 * Registers a function called when the control is touched.
 */

registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

/**
 * The registered callback function called when a change or input event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when the control value changes.
 */

registerOnInput(fn: (value: any) => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when a blur event occurs on the input element.
 */

registerOnBlur(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * The registered callback function called when the control is touched.
 * * @param fn The registered callback function
 * * @description
 * * The registered callback function called when the control is touched.
 */

registerOnTouch(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * Lifecycle method called before the directive's instance is destroyed.
 * For internal use only.
 */

ngOnDestroy(): void {
  this._registry.remove(this);
}

/**
 * Registers a function called when the control value changes.
 */

registerOnChange(fn: (value: any) => void): void {
  this.onChange = () => {
    fn(this.value);
    this._registry.select(this);
  };
}

/**
 * Registers a function called when the control is touched.
 */

registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

/**
 * The registered callback function called when a change or input event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when the control value changes.
 */

registerOnInput(fn: (value: any) => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when a blur event occurs on the input element.
 */

registerOnBlur(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * The registered callback function called when the control is touched.
 * * @param fn The registered callback function
 * * @description
 * * The registered callback function called when the control is touched.
 */

registerOnTouch(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * Lifecycle method called before the directive's instance is destroyed.
 * For internal use only.
 */

ngOnDestroy(): void {
  this._registry.remove(this);
}

/**
 * Registers a function called when the control value changes.
 */

registerOnChange(fn: (value: any) => void): void {
  this.onChange = () => {
    fn(this.value);
    this._registry.select(this);
  };
}

/**
 * Registers a function called when the control is touched.
 */

registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

/**
 * The registered callback function called when a change or input event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when the control value changes.
 */

registerOnInput(fn: (value: any) => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 * * @param fn The registered callback function
 * * @description
 * * Registers a function called when a blur event occurs on the input element.
 */

registerOnBlur(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}

/**
 * The registered callback function called when the control is touched.
 * * @param fn The registered callback function
 * * @description
 * * The registered callback function called when the control is touched.
 */

registerOnTouch(fn: () => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', null);
}
```

---

**Open Source Used In MSX Enterprise Access Service Pack 3.9.0**

4256
export const FormErrorExamples = {
  formControlName: `
    <div [formGroup]="myGroup">
    <input formControlName="firstName">
    </div>

    In your class:

    this.myGroup = new FormGroup({
    firstName: new FormControl()
    });`,

  formGroupName: `
    <div [formGroup]="myGroup">
       <div formGroupName="person">
          <input formControlName="firstName">
       </div>
    </div>

    In your class:

    this.myGroup = new FormGroup({
       person: new FormGroup({
         firstName: new FormControl()
       })
    });`,

  formArrayName: `
    <div 
  <div *ngFor="let city of cityArray.controls; index as i">
          <input [formControlName]="i">
  </div>

    In your class:

    this.cityArray = new FormArray([new FormControl('SF')]);
    this.myGroup = new FormGroup({
      cities: this.cityArray
    });`,

  ngModelGroup: `
    <form>
       <div ngModelGroup="person">
          <input [(ngModel)]="person.name" name="firstName">
       </div>
    </form>`,

  ngModelWithFormGroup: `
    <div 
    [formGroup]="myGroup">
       <input formControlName="firstName">
       <input [(ngModel)]="showMoreControls" 
          [ngModelOptions]="{standalone: true}">
    </div>
  `};

import {FormErrorExamples as Examples} from './error_examples';

export class ReactiveErrors {
  static controlParentException(): void {
    throw new Error(`formControlName must be used with a parent formGroup directive. You'll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class).

Example:

${Examples.formControlName}
`);

  static ngModelGroupException(): void {
    throw new Error(`formControlName cannot be used with an ngModelGroup parent. It is only compatible with parents that also have a "form" prefix: FormGroupName, formArrayName, or formGroup. Option 1: Update the parent to be formGroupName (reactive form strategy)

Example:

${Examples.formGroupName}

Option 2: Use ngModel instead of formControlName (template-driven strategy)

Example:

${Examples.ngModelGroup}`);

  static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.

Example:

${Examples.formControlName}`);

  static groupParentException(): void {
    throw new Error(`formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class).

Example:

${Examples.formGroupName}`);

  static arrayParentException(): void {
    throw new Error(`formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class).

Example:

${Examples.formArrayName}`);

  static disabledAttrWarning(): void {
    console.warn(`It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true when you set up this control in your component class, the disabled attribute will actually be set in the DOM for you. We recommend using this approach to avoid 'changed after checked' errors.

Example:

form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
`);

  static ngModelWarning(directiveName: string): void {
    console.warn(`It looks like you're using ngModel on the same form field as ${directiveName}. Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7. For more information on this, see our API docs here: https://angular.io/api/forms/$[directiveName] === 'formControl' ? 'FormControlDirective' : 'FormControlName' #use-with-ngmodel

Example:

form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
`);

  static ngModelWarning(directiveName: string): void {
    console.warn(`It looks like you're using ngModel on the same form field as ${directiveName}. Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7. For more information on this, see our API docs here: https://angular.io/api/forms/$[directiveName] === 'formControl' ? 'FormControlDirective' : 'FormControlName' #use-with-ngmodel

Example:

form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
`);

  static ngModelWarning(directiveName: string): void {
    console.warn(`It looks like you're using ngModel on the same form field as ${directiveName}. Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7. For more information on this, see our API docs here: https://angular.io/api/forms/$[directiveName] === 'formControl' ? 'FormControlDirective' : 'FormControlName' #use-with-ngmodel

Example:

form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
`);

  static ngModelWarning(directiveName: string): void {
    console.warn(`It looks like you're using ngModel on the same form field as ${directiveName}. Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7. For more information on this, see our API docs here: https://angular.io/api/forms/$[directiveName] === 'formControl' ? 'FormControlDirective' : 'FormControlName' #use-with-ngmodel

Example:

form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
`);
value: any): string {
  if (id == null) return `$\{value\}`;
  if (value & $typeof value == 'object') value = 'Object';
  return `$\{id\}: \$\{value\}.slice(0, 50)\}$`;
}

// Extract ID from valueString
export _extractId(valueString: string): string {
  return `\$\{id\}: \$\{value\}`.slice(0, 50);
}

export _getOptionId(valueString: string): string {
  const id = valueString.split(':')[0] || null;
  return typeof valueString === 'object' ? 'Object' : id;
}

export _getOptionValue(valueString: string): any {
  return typeof valueString === 'object' ? JSON.parse(valueString) : valueString;
}

export _buildValueString(id: any, value: string, any): string {
  return `\$\{id\}: \$\{value\}.slice(0, 50)\}$`;
}

// ControlValueAccessor for writing select control values and listening to select control changes.
// The value accessor is used by the FormControlDirective, FormControlName, and NgModel directives.

/**
 * @description
 * The `ControlValueAccessor` for writing select control values and listening to select control changes.
 * The value accessor is used by the FormControlDirective, FormControlName, and NgModel directives.
 *
 * @usageNotes
 *
 * ### Using select controls in a reactive form
 *
 * The following examples show how to use a select control in a reactive form.
 *
 * ```
 * // Use a Reactive Select Control
 * const select = this.formBuilder
 *   .controlBuilder
 *   .control(\`select\`, String, [{
 *     label: 'Countries',
 *   }], {}).value;
 *
 * this.logControl = select;
 *
 * this.formBuilder
 *   .controlBuilder
 *   .control(\`select\`, String, [{
 *     label: 'Countries',
 *   }], {\
 *     validators: [new FormControlValidators()
 *       .required('\`countries\` list is required'),
 *       new FormControlValidators().minLength(3, '\`countries\` list must have at least 3 items')
 *     ]
 *   }).value;
 *
 * this.logControl = select;
 *
 * // Listen to changes
 * select
 *   .valueChanges
 *   .pipe(
 *     map((value) => {
 *       this.logControl = value;
 *     })
 *   )
 *   .subscribe();
 *
 * // Attach a validator
 * select
 *   .valueChanges
 *   .pipe(
 *     map((value) => {
 *       this.logControl = value;
 *     })
 *   )
 *   .subscribe();
 *
 * // Use a Reactive Select Control
 * ```
 *
 * The select control can be used in a reactive form by using a Reactive Select Control.
 * This is done by creating a Reactive Select Control using the formBuilder controlBuilder method.
 * The Reactive Select Control is then assigned to a form control using the FormControlBuilder method.
 * The Reactive Select Control is then used in a template-driven form.
 *
 * ```
 * // Use a Reactive Select Control
 * const select = this.formBuilder
 *   .controlBuilder
 *   .control(\`select\`, String, [{
 *     label: 'Countries',
 *   }], {\
 *     validators: [new FormControlValidators()
 *       .required('\`countries\` list is required'),
 *       new FormControlValidators().minLength(3, '\`countries\` list must have at least 3 items')
 *     ]
 *   }).value;
 *
 * this.logControl = select;
 *
 * this.formBuilder
 *   .controlBuilder
 *   .control(\`select\`, String, [{
 *     label: 'Countries',
 *   }], {\n *     validators: [new FormControlValidators()
 *       .required('\`countries\` list is required'),
 *       new FormControlValidators().minLength(3, '\`countries\` list must have at least 3 items')
 *     ]
 *   }).value;
 *
 * this.logControl = select;
 *
 * // Listen to changes
 * select
 *   .valueChanges
 *   .pipe(
 *     map((value) => {
 *       this.logControl = value;
 *     })
 *   )
 *   .subscribe();
 *
 * // Attach a validator
 * select
 *   .valueChanges
 *   .pipe(
 *     map((value) => {
 *       this.logControl = value;
 *     })
 *   )
 *   .subscribe();
 *
 * // Use a Reactive Select Control
 * ```
 *
 * The reactive form example demonstrates how to use a reactive form in Angular.
 * The Reactive Select Control is used to create a form control for the select control.
 * The Reactive Select Control is then used in a template-driven form.
 * The Reactive Select Control is then used in a reactive form.
 * This is done by creating a Reactive Select Control using the formBuilder controlBuilder method.
 * The Reactive Select Control is then assigned to a form control using the FormControlBuilder method.
 * The Reactive Select Control is then used in a template-driven form.
 * The Reactive Select Control is then used in a reactive form.
 }
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```typescript
@internal */
  _idCounter: number = 0;

  onChange = (_: any) => {};

  onTouched = () => {};

  @Input()
  set compareWith(fn: (o1: any, o2: any) => boolean) {
    if (typeof fn !== 'function') {
      throw new Error(`compareWith must be a function, but received ${JSON.stringify(fn)}`);
    }
    this._compareWith = fn;
  }

  private _compareWith: (o1: any, o2: any) => boolean = looseIdentical;

  writeValue(value: any): void {
    this.value = value;
    let optionSelectedStateSetter: (opt: ɵNgSelectMultipleOption, o: any) => void;
    if (Array.isArray(value)) {
      // convert values to ids
      const ids = value.map((v) => this._getOptionId(v));
      optionSelectedStateSetter = (opt, o) => {
        opt._setSelected(ids.indexOf(o.toString()) > -1);
      };
    } else {
      optionSelectedStateSetter = (opt, o) => {
        opt._setSelected(false);
      };
    }
    this._optionMap.forEach(optionSelectedStateSetter);
  }

  registerOnChange(fn: (value: any) => any): void {
    this.onChange = (_: any) => {
      const selected: Array<any> = [];
      if (_.hasOwnProperty('selectedOptions')) {
        const options: HTMLCollection = _.selectedOptions;
        for (let i = 0; i < options.length; i++) {
          const opt: any = options.item(i);
          const val: any = this._getOptionValue(opt.value);
          selected.push(val);
        }
      } else {
        const options: HTMLCollection = <HTMLCollection>_.options;
        for (let i = 0; i < options.length; i++) {
          const opt: HTMLOption = options.item(i);
          if (opt.selected) {
            const val: any = this._getOptionValue(opt.value);
            selected.push(val);
          }
        }
      }
      this.value = selected;
      fn(selected);
    };
  }

  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }

  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  _registerOption(value: ɵNgSelectMultipleOption): string {
    const id: string = (this._idCounter++).toString();
    this._optionMap.set(id, value);
    return id;
  }

  _getOptionId(value: any): string|null {
    for (const id of Array.from(this._optionMap.keys())) {
      if (this._compareWith(this._optionMap.get(id) !._value, value)) return id;
    }
    return null;
  }

  _getOptionValue(valueString: string): any {
    const id: string = _extractId(valueString);
    return this._optionMap.has(id) ? this._optionMap.get(id) !._value : valueString;
  }
```
that can be\n* found in the LICENSE file at https://angular.io/license
*/

import {EventEmitter} from '@angular/core';
import {Observable} from 'rxjs';
import {composeAsyncValidators, composeValidators} from ...

/**
 * Reports that a FormControl is valid, meaning that no errors exist in the input value.
 */
export const VALID = 'VALID';

/**
 * Reports that a FormControl is invalid, meaning that an error exists in the input value.
 */
export const INVALID = 'INVALID';

/**
 * Reports that a FormControl is pending, meaning that async validation is occurring and errors are not yet available for the input value.
 */
export const PENDING = 'PENDING';

/**
 * Reports that a FormControl is disabled, meaning that the control is exempt from ancestor calculations of validity or value.
 */
export const DISABLED = 'DISABLED';

};

function _find(control, path, delimiter) {
  if (path == null) return null;

  if (!Array.isArray(path)) {
    path = path.split(delimiter);
  }
  if (Array.isArray(path) && path.length === 0)
    return control;

  let controlToFind = control;
  path.forEach((name) => {
    if (controlToFind instanceof FormGroup) {
      controlToFind = controlToFind.controls[name] || null;
    } else if (controlToFind instanceof FormArray) {
      controlToFind = controlToFind.at(<number>name) || null;
    } else {
      controlToFind = null;
    }
  });
  return controlToFind;
}

function coerceToValidator(validatorOrOpts) {
  const validator =
      (isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).validators :
                                       validatorOrOpts) as ValidatorFn |
      ValidatorFn[] | null;

  return Array.isArray(validator) ? composeValidators(validator) : validator ||
    null;
}

function coerceToAsyncValidator(asyncValidator, validatorOrOpts) {
  const origAsyncValidator =
      (isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).asyncValidators :
                                       asyncValidator) as AsyncValidatorFn |
    AsyncValidatorFn | null;

  return Array.isArray(origAsyncValidator) ?
    composeAsyncValidators(origAsyncValidator) :
                                              origAsyncValidator ||
    null;
}

export interface AbstractControlOptions {
  validators?: ValidatorFn|ValidatorFn[]|null;
  asyncValidators?: AsyncValidatorFn|AsyncValidatorFn[]|null;
  updateOn?: 'change'|'blur'|'submit';
}

function isOptionsObj(validatorOrOpts) {
  return validatorOrOpts != null &&
      !Array.isArray(validatorOrOpts) &&
      typeof validatorOrOpts === 'object';
}

export abstract class AbstractControl {
  _pendingDirty !: boolean;
  _pendingTouched !: boolean;
  _updateOn !: FormHooks;
  _parent !: FormGroup | FormArray;
  _asyncValidationSubscription: any;

  /**
   * The current value of the control.
   */
  value!: any;

  /**
   * For an enabled 'FormControl', the values of enabled controls as an object
   */
  values!: any;

  /**
   * For a 'FormControl', the values of enabled controls as an object
   */
  values!: any;

  // TODO(issue/24571): remove '!'.
  _pendingDirty!: boolean;
  // TODO(issue/24571): remove '!'.
  _internal!: InternalFormControl;
value pair for each member of the group.

* * For a disabled `FormGroup`, the values of all controls as an object
* with a key-value pair for each member of the group.
* * For a `FormArray`, the values of enabled controls as an array.

* * public readonly value: any
* * Initialize the AbstractControl instance.
* * * @param validator The function that determines the synchronous validity of this control.
* * @param asyncValidator The function that determines the asynchronous validity of this control.
* * *
constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}

* * get parent(): FormGroup|FormArray { return this._parent; }

* * The validation status of the control. There are four possible validation status values:
* * * * * INVALID**: This control has failed at least one validation check.
* * * * * VALID**: This control has passed all validation checks.
* * **PENDING**: This control is in the midst of conducting a validation check.
* * **DISABLED**: This control is exempt from validation checks.
* * * These status values are mutually exclusive, so a control cannot be
* * both valid AND invalid or invalid AND disabled.

* * // TODO(issue/24571): remove `!`: public readonly status !: string
* * A control is `valid` when its `status` is `VALID`.

* * get valid(): boolean { return this.status === VALID; }

* * A control is `invalid` when its `status` is `INVALID`.

* * get invalid(): boolean { return this.status === INVALID; }

* * A control is `pending` when its `status` is `PENDING`.

* * get pending(): boolean { return this.status == PENDING; }

* * A control is `disabled` when its `status` is `DISABLED`.

* * Disables are exempt from validation checks and are not included in the aggregate value of their ancestor
* * controls.

* * @see {link AbstractControl.status}

* * @returns True if the control has passed all of its validation tests.

* * false otherwise.

* * get valid(): boolean { return this.status === VALID; }

* * A control is `invalid` when its `status` is `INVALID`.

* * get invalid(): boolean { return this.status === INVALID; }

* * A control is `pending` when its `status` is `PENDING`.

* * get pending(): boolean { return this.status == PENDING; }

* * A control is `disabled` when its `status` is `DISABLED`.

* * @returns True if the control has any status other than `DISABLED`.

* * false if the status is `DISABLED`.

* * get enabled(): boolean { return this.status !== DISABLED; }

* * An object containing any errors generated by failing validation.

* * or null if there are no errors.

* * // TODO(issue/24571): remove `!`: public readonly errors !: ValidationErrors | null

* * A control is `pristine` if the user has not yet changed the value in the UI.

* * get pristine(): boolean { return this.status === PRistine; }

* * A control is `dirty` if the user has changed the value in the UI; compare `dirty`.

* * Programmatic changes to a control’s value do not mark it dirty.

* * public readonly pristine: boolean = true;

* * * * A control is `dirty` if the user has not yet changed the value in the UI; compare `dirty`.

* * Programmatic changes to a control’s value do not mark it dirty.

* * get dirty(): boolean { return !(this.pristine); }

* * True if the control is marked as ‘touched’.

* * A control is marked ‘touched’ once the user has triggered a `blur` event on it.

* * public readonly touched: boolean = false;

* * get touched(): boolean { return !this.touched; }

* * A multicasting observable that emits an event every time the value of the control changes.

* * emitEvent: false as a function argument.

* * // TODO(issue/24571): remove `!`: public readonly valueChanges !: Observable<any>

* * A multicasting observable that emits an event every time the validation ‘status’ of the control
* * recalculates.

* * @see {link AbstractControl.status}

* * // TODO(issue/24571): remove `!`: public readonly statusChanges !: Observable<any>

* * Reports the update strategy of the `AbstractControl` (meaning the event on which the control updates itself).

* * Possible values: “change” | “blur” | “submit” | Default value: “change”

* * get updateOn(): FormHooks { return this._updateOn ? this._updateOn : (this.parent ? this.parent.updateOn : `change`); }

* * Sets the synchronous validators that are active on this control.

* * this overwritten any existing sync validators.

* * When you add or remove a validator at run time, you must call

* * `updateValueAndValidity()` for the new
validation to take effect.

* `\n * @\n * setValidators(newValidator: ValidatorFn|ValidatorFn[]|null): void {\n *  this.validator = coerceToValidator(newValidator);\n * }\n * @\n * Sets the async validators that are active on this control. Calling this\n * @\n * overwrites any existing async validators.\n * @\n * When you add or remove a validator at run time, you must call `updateValueAndValidity()` for the new validation to take effect.\n
* `\n * @\n * setAsyncValidators(newValidator: AsyncValidatorFn|AsyncValidatorFn[]|null): void {\n *  this.asyncValidator = coerceToAsyncValidator(newValidator);\n * }\n * Empties out the async validator list.\n * @\n * When you add or remove a validator at run time, you must call `updateValueAndValidity()` for the new validation to take effect.\n
* `\n * clearValidators(): void {\n *  this.validator = null;\n * }\n * Empties out the sync validator list.\n * @\n * When you add or remove a validator at run time, you must call `updateValueAndValidity()` for the new validation to take effect.\n
* `\n * clearAsyncValidators(): void {\n *  this.asyncValidator = null;\n * }\n * Empties out the async validator list.\n * @\n * When you add or remove a validator at run time, you must call `updateValueAndValidity()` for the new validation to take effect.\n
* `\n * @\n * markAsTouched(opts: {onlySelf?: boolean} = {}): void {\n *  (this as{touched: boolean}).touched = true;\n *  if (this._parent && !opts.onlySelf) {\n *    this._parent.markAsTouched(opts);\n *  }\n * * `\n * Marks the control as `touched`. A control is touched by focus and blur events that do not change the value.\n * @\n * @see `markAsUntouched()`\n * @\n * @see `markAsDirty()`\n * @\n * @param opts Configuration options that determine how the control propagates changes.\n * and emits events after marking is applied.\n * @\n * @see `markAsTouched()`\n * @\n * @see `markAsDirty()`\n * @\n * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.\n
* `\n * @\n * markAllAsTouched(): void {\n *  this.markAsTouched({onlySelf: true});\n *  this._forEachChild((control: AbstractControl) => control.markAllAsTouched());\n *}\n * Marks the control as `touched`.\n * @\n * If the control has any children, also marks all children as `touched`.\n * and recalculates the `touched` status of all parent controls.\n * @\n * @see `markAsUntouched()`\n * @\n * @see `markAsDirty()`\n * @\n * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.\n
* `\n * @\n * markAsUntouched(opts: {onlySelf?: boolean} = {}): void {\n *  (this as{touched: boolean}).touched = false;\n *  this._pendingTouched = false;\n *  this._forEachChild((control: AbstractControl) => {\n *    control.markAsUntouched();\n *  });\n *  this._parent && !opts.onlySelf && this._parent.markAsUntouched();\n *}\n * Marks the control as `touched`.\n * @\n * If the control has any children, also marks all children as `touched`,\n * and recalculates the `touched` status of all parent controls.\n * @\n * @see `markAsDirty()`\n * @\n * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.\n
* `\n * @\n * markAsDirty(opts: {onlySelf?: boolean} = {}): void {\n *  this._parent && !opts.onlySelf && this._parent.markAsDirty();\n *}\n * Marks the control as `touched`.\n * @\n * If the control has any children, also marks all children as `touched`,\n * and recalculates the `touched` status of all parent controls.\n * @\n * @see `markAsUntouched()`\n * @\n * @see `markAsPristine()`\n * @\n * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.\n
* `\n * @\n * markAsPristine(opts: {onlySelf?: boolean} = {}): void {\n *  (this as{pristine: boolean}).pristine = true;\n *  this._pendingDirty = false;\n *  this._forEachChild((control: AbstractControl) => {\n *    control.markAsPristine();\n *  });\n *  if (this._parent && !opts.onlySelf) {\n *    this._parent && !opts.onlySelf && this._parent.markAsPristine();\n *  }\n *}\n * Marks the control as `dirty`. A control becomes dirty when\n * the control's value is changed through the UI; compare `markAsTouched`.\n * @\n * @see `markAsUntouched()`\n * @\n * @see `markAsDirty()`\n * @\n * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.\n
* `\n * @\n * markAsPendingDirty = false;\n * this._forEachChild((control: AbstractControl) => {\n *  control.markAsPendingDirty();\n * });\n *}\n * Marks the control as `pending`. A control is pending while the control performs async validation.\n * @\n * @see {link AbstractControl.status}\n * @\n * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.\n
* `\n * @\n * observable emits an event with the latest status the control is marked pending.\n * When false, no events are
emitted.
  */
  markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    (this as {status: string}).status = PENDING;
    if (opts.emitEvent !== false) {
      (this.statusChanges as EventEmitter<string>).emit(this.status);
    }
    if (this._parent && !opts.onlySelf) {
      this._parent.markAsPending(opts);
    }
    if (this._parentMarkedDirty(this.status) !== false) {
      (this.statusChanges as EventEmitter<string>).emit(this.status);
    }
    this._forEachChild((control: AbstractControl) => {
      control.markAsPending({...opts, onlySelf: true});
    });
  }

  /**
   * Disables the control. This means the control is exempt from validation checks and its value is excluded from the aggregate value of any parent. Its status is `DISABLED`. If the control has children, all children are also disabled.
   * When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.
   * @param opts Configuration options that determine how the control propagates changes and emits events after the control is disabled.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is disabled.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is enabled.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
   * @param opts {onlySelf?: boolean, emitEvent?: boolean} = { onlySelf: false, emitEvent: true }:
   * When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is updated.
   * When false, no events are emitted.
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```
(this as{errors: ValidationErrors | null}).errors = this._runValidator();
      (this as{status: string}).status = this.calculateStatus();
      if (this.status === VALID || this.status === PENDING) {
        this._runAsyncValidator(opts.emitEvent);
      }
    }

    if (opts.emitEvent !== false) {
      (this.valueChanges as EventEmitter<any>).emit(this.value);
      (this.statusChanges as EventEmitter<string>).emit(this.status);
    }

    if (this._parent && !opts.onlySelf) {
      this._parent.updateValueAndValidity(opts);
    }
  }

  /**
   * @internal */
  _updateTreeValidity(opts: {emitEvent?: boolean} = {emitEvent: true}) {
    this._forEachChild((ctrl: AbstractControl) => ctrl._updateTreeValidity(opts));
    this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
  }

  private _setInitialStatus() {
    (this as{status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
  }

  private _runValidator(): ValidationErrors|null {
    return this.validator ? this.validator(this) : null;
  }

  private _runAsyncValidator(emitEvent?: boolean): void {
    if (this.asyncValidator) {
      (this as{status: string}).status = PENDING;
      const obs = toObservable(this.asyncValidator(this));
      this._asyncValidationSubscription = obs.subscribe((errors: ValidationErrors | null) => this.setErrors(errors, {emitEvent}));
    }
  }

  private _cancelExistingSubscription(): void {
    if (this._asyncValidationSubscription) {
      this._asyncValidationSubscription.unsubscribe();
    }
  }

  /**
   * Sets errors on a form control when running validations manually, rather than automatically.
   * Calling `setErrors` also updates the validity of the parent control.
   * @param opts An object containing the following:
   * - `emitEvent` (boolean): Whether or not to emit events.
   * @usageNotes
   * ### Demonstrate setting errors
   *
   * ```
   * class FormExample {
   *   showErrors() {
   *     this.formErrors = [{msg: 'Invalid form data.'}, {msg: 'Some error'}];
   *     this.formErrors.forEach(error => this.form.setErrors(error, {emitEvent: true}));
   *   }
   *
   *   checkValidity() {
   *     this.formErrors.forEach(error => this.form.get(error.code).setErrors(error.data, {emitEvent: true}));
   *   }
   *
   *   getView() {
   *     return this.form.controls;  // assume `this.form` is a FormControl
   *   }
   *
   *
   *   constructor(controls: {controls: FormControl}) {
   *     this.form = controls.controls;
   *   }
   * }
   * ```
   */
  setErrors(errors: ValidationErrors|null, opts: {emitEvent?: boolean} = {}): void {
    (this as{errors: ValidationErrors | null}).errors = errors;
    this._updateControlsErrors(opts.emitEvent !== false);
  }

  /**
   * Retrieves a child control given the control’s name or path.
   * @param path A dot-delimited string or array of string/number values that define the path to the control.
   * @returns The child control or null.
   * @usageNotes
   * ### Retrieve a nested control
   *
   * For example, to get a ‘name’ control nested within a ‘person’ sub-group:
   *
   * ```
   * this.form.get('person.name');
   * ```
   * -OR-
   *
   * ```
   * this.form.get(['person', 'name']);
   * ```
   */
  get(path: Array<string|number>|string): AbstractControl|null { return _find(this, path, '.'); }

  /**
   * Reports error data for the control with the given path.
   * @param errorCode The code of the error to check
   * @returns error data for that particular error. If the control or error is not present, null is returned.
   * @usageNotes
   * ```
   * this.formErrors[0].code;
   * ```
   */
  getError(errorCode: string, path?: Array<string|number>|string): any {
    const control = path ? this.get(path) : this;
    return control && control.errors ? control.errors[errorCode] : null;
  }

  /**
   * Reports whether the control with the given path has the error specified.
   * @param errorCode The code of the error to check
   * @returns whether the control with the given path has the error specified.
   * @usageNotes
   * ```
   * this.formErrors[0].code
   * ```
   */
  hasError(errorCode: string, path?: Array<string|number>|string): boolean {
    return !!this.getError(errorCode, path);
  }

  /**
   * Retrieves the top-level ancestor of this control.
   * @returns The top-level ancestor of this control or null.
   */
  get root(): AbstractControl {
    let x: AbstractControl = this;

    while
(x._parent) { x = x._parent; return x; }\n/** @internal */\n_updateControlsErrors(emitEvent: boolean): void {\n    (this as {status: string}).status = this._calculateStatus();\n    if (emitEvent) {\n        this.statusChanges.emit(this.status);\n    }\n}

/** @internal */\n_updateControlsErrors(emitEvent: boolean): void {\n    (this as {statusChanges: Observable<any>}).valueChanges = new EventEmitter();\n    (this as {statusChanges: Observable<any>}).statusChanges = new EventEmitter();\n    private _calculateStatus(): string {\n        if (this._allControlsDisabled()) return DISABLED;\n    }
value and a disabled state

```ts
const control = new FormControl('Nancy');

console.log(control.value); // 'Nancy'

control.reset('Drew');

console.log(control.value); // 'Drew'

control.reset.reset({ value: 'Drew', disabled: true });

control.reset('Drew');

console.log(control.value); // 'Drew'

```
Register a listener for change events.

```typescript
/**
 * Register a listener for change events.
 *
 * @param fn The method that is called when the value changes
 */
registerOnChange(fn: Function): void {
    this._onChange.push(fn);
}

/**
 * Register a listener for disabled events.
 *
 * @param fn The method that is called when the disabled status changes
 */
registerOnDisabledChange(fn: (isDisabled: boolean) => void): void {
    this._onDisabledChange.push(fn);
}
```

```typescript
/**
 * @internal
 */
_private_changeFns(): void {
    this._onChange = [];
    this._onDisabledChange = [];
    this._onCollectionChange = () => {};
}

/**
 * Register a listener for disabled events.
 *
 * @param fn The method that is called when the disabled status changes.
 */
registerOnDisabledChange(fn: Function): void {
    this._onDisabledChange.push(fn);
}

/**
 * @internal
 */
_private_changeFns(): void {
    this._onChange = [];
    this._onDisabledChange = [];
    this._onCollectionChange = () => {};
}
```

`FormGroup` aggregates the values of each child `FormControl` into one object, with each control name as the key. It calculates its status by reducing the status values of its children. For example, if one of the controls in a group is invalid, the entire group becomes invalid.

### Create a form group with 2 controls

```typescript
const form = new FormGroup({
    first: new FormControl('Nancy', Validators.minLength(2)),
    last: new FormControl('Drew'),
});
```

### Create a form group with a group-level validator

```typescript
function passwordMatchValidator(g: FormGroup) {
    return g.get('password').value ===
    g.get('passwordConfirm').value
        ? null
        : {'mismatch': true};
}
```

You can choose to pass in validators and async validators as part of an options object, or an options object as a separate argument, or pass in an `AbstractControlOptions` object that contains validation functions and a validation trigger.

```typescript
const form = new FormGroup({
    password: new FormControl(''),
    passwordConfirm: new FormControl(''),
}, {
    validators: passwordMatchValidator,
    asyncValidators: otherValidator
});
```

The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to 'blur', unless the child has explicitly specified a different `updateOn` value.

Set the `updateOn` property for all controls in a form group `*` *The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to 'blur' at the group level, all child controls default to 'blur', unless the child has explicitly specified a different `updateOn` value.*
instead.

```typescript
/**
 * @param name The control name to register in the collection
 * @param control Provides the control for the given name
 * @returns false for disabled controls, true otherwise.
 * @throws When strict checks fail, such as setting the value of a control
 * that doesn't exist or if you exclude a value of a control that does exist.
 * The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.
 * * `onlySelf`: When true, each change only affects this control and not its parent. Default is `false`.
 * * `emitEvent`:: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.
 * When false, no events are emitted.
 * @param value The object that matches the structure of the group.
 * @returns The new value for the control that matches the structure of the group.
 */
this.setValue(value: {
  [key: string]: any
}, options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._checkAllValuesPresent(value);
  Object.keys(value).forEach(name => {
    this._throwIfControlMissing(name);
    this.controls[name].setValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
  });
  this.updateValueAndValidity(options);
}
```

### Patch the value for a form group
```typescript
const form = new FormGroup({
  first: new FormControl(),
  last: new FormControl()
});
console.log(form.value);   // {first: null, last: null}
form.patchValue({first: 'Nancy'});
console.log(form.value);   // {first: 'Nancy', last: null}
```
The configuration options are passed to the `updateValueAndValidity` method. When you set the value of a control that doesn’t exist or if you exclude the value of a control, the `FormArray` and all descendants are marked `pristine` and `untouched`, and the `null` values of all descendants to null or null maps. You reset to a specific form state by passing in an array of states that matches the structure of the control. The state is a standalone value or a form state object with both a value and a disabled status. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. The configuration options are passed to the `updateValueAndValidity` method. When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted.
updateValueAndValidity} method.

```typescript
reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  if (this._updatePristine(options)) this._updateTouched(options);
  this.updateValueAndValidity(options);
}
```

```typescript
reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._forEachChild((control: AbstractControl, index: number) => {
    control.reset(value[index], {onlySelf: true, emitEvent: options.emitEvent});
  });
  this._updatePristine(options);
  this._updateTouched(options);
  this.updateValueAndValidity(options);
}
```

```typescript
getRawValue(): any[] {
  return this.controls.map((control: AbstractControl) => {
    return control
      instanceof FormControl
      ? control.value
      : (<any>control).getRawValue();
  });
}
```

```typescript
clear(): void {
  if (this.controls.length < 1) return;
  this._forEachChild((control: AbstractControl) => control._registerOnCollectionChange(() => {}));
  this.controls.splice(0);
  this.updateValueAndValidity();
}
```

```typescript
_syncPendingControls(): boolean {
  let subtreeUpdated = this.controls.reduce((updated: boolean, child: AbstractControl) => {
    return child._syncPendingControls() ? true : updated;
  }, false);
  if (subtreeUpdated)
    this.updateValueAndValidity({onlySelf: true});
  return subtreeUpdated;
}
```

```typescript
_checkAllValuesPresent(value: any): void {
  this._forEachChild((control: AbstractControl, i: number) => {
    if (value[i] === undefined) {
      throw new Error(`Must supply a value for form control at index: ${i}.`);
    }
  });
}
```

```typescript
_allControlsDisabled(): boolean {
  for (const control of this.controls) {
    if (control.enabled) return false;
  }
  return this.controls.length > 0 || this._allControlsDisabled();
}
```

```typescript
for (const control of this.controls) {
  if (control.enabled) return false;
}
```

```typescript
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import {AfterViewInit, Directive, EventEmitter, Inject, Input, Optional, Self, forwardRef} from '@angular/core';
import {AbstractControl, FormControl, FormGroup, FormHooks} from '../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';
import {ControlContainer} from './control_container';
import {Form} from './form_interface';
import {NgControl} from './ng_control';
import {NgModel} from './ng_model';
import {NgModelGroup} from './ng_model_group';
import {composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer, syncPendingControls} from './shared';

export const formDirectiveProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => NgForm)
};

const resolvedPromise = (() => Promise.resolve(null))();

/**
 * @description
 * Creates a top-level `FormGroup` instance and binds it to a form
 * to track aggregate form value and validation status.
 *
 * As soon as you import the `FormsModule`, this directive becomes active by default on `<form>` tags.
 * You don't need to add a special selector. This is optional, but useful. Many properties from the underlying `FormGroup`
instance are duplicated on the directive itself, so a reference to it gives you access to the aggregate value and validity status of the form, as well as user interaction properties like `dirty` and `touched`. In template driven forms, all `<form>` tags are automatically tagged as `NgForm`. To import the `FormsModule` but skip its usage in some forms, for example, to use native HTML5 validation, add the `ngNoForm` and the `formGroup` tags won’t create an `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tags are inert. In that case, you would refrain from using the `formGroup` directive. Native DOM validation UI in order to prevent the native DOM form validation UI from interfering with Angular’s form validation, Angular automatically adds the `novalidate` attribute on any `<form>` whenever dom validation UI is enabled. If you want to explicitly enable native DOM validation UI with Angular forms, you can add the `ngNativeValidate` attribute to the `<form>` element. In template driven forms, all `<form>` tags are automatically tagged as `NgForm`. To import the `FormsModule` but skip its usage in some forms, for example, to use native HTML5 validation, add the `ngNoForm` and the `formGroup` tags won’t create an `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tags are inert. In that case, you would refrain from using the `formGroup` directive.

In template driven forms, all `<form>` tags are automatically tagged as `NgForm`. To import the `FormsModule` but skip its usage in some forms, for example, to use native HTML5 validation, add the `ngNoForm` and the `formGroup` tags won’t create an `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tags are inert. In that case, you would refrain from using the `formGroup` directive.

### Setting the update options

The following example shows how to change the \"updateOn\" option from its default using
```typescript
ngFormOptions.
```
class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {
  constructor(private path, private form, private _directives, public options) {
    this._setUpdateStrategy();
  }

  ngOnInit() {
    this._checkParentType();
    this.formDirective.addFormGroup(this);
  }

  ngOnDestroy() {
    if (this.formDirective) {
      this.formDirective.removeFormGroup(this);
    }
  }

  get control(): FormGroup {
    return <FormGroup>this.form.get(this.path);
  }

  removeControl(dir: NgModel): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      if (container) {
        container.removeControl(dir.name);
      }
    });
  }

  addFormGroup(dir: NgModelGroup): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      const group = new FormGroup({});
      setUpFormContainer(group, dir);
      container.registerControl(dir.name, group);
      group.updateValueAndValidity({emitEvent: false});
    });
  }

  removeFormGroup(dir: NgModelGroup): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      if (container) {
        container.removeControl(dir.name);
      }
    });
  }

  getFormGroup(dir: NgModelGroup): FormGroup {
    return <FormGroup>this.form.get(dir.path);
  }

  updateModel(dir: NgControl, value: any): void {
    resolvedPromise.then(() => {
      const ctrl = <FormControl>this.form.get(dir.path);
      ctrl.setValue(value);
    });
  }

  setValue(value: {[key: string]: any}): void {
    this.form.reset(value);
    (this as {submitted: boolean}).submitted = false;
  }

  private _setUpdateStrategy() {
    if (this.options && this.options.updateOn != null) {
      this.form._updateOn = this.options.updateOn;
    }
  }

  private _findContainer(path: string[]): FormGroup {
    path.pop();
    return path.length ?
      <FormGroup>this.form.get(path) : this.form;
  }
}

/**
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 *
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 */

import {OnDestroy, OnInit} from '@angular/core';

import {FormGroup} from '../model';

import {ControlContainer} from './control_container';
import {Form} from './form_interface';
import {composeAsyncValidators, composeValidators, controlPath} from './shared';
import {AsyncValidatorFn, ValidatorFn} from './validators';

/**
 * A base class for code shared between the `NgModelGroup` and `FormGroupName` directives.
 * @publicApi
 */
export class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {
  constructor(private path, private form, private _directives, public options) {
    this._setUpdateStrategy();
  }

  ngOnInit() {
    this._checkParentType();
    this.formDirective.addFormGroup(this);
  }

  ngOnDestroy() {
    if (this.formDirective) {
      this.formDirective.removeFormGroup(this);
    }
  }

  get control(): FormGroup {
    return <FormGroup>this.form.get(this.path);
  }

  removeControl(dir: NgModel): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      if (container) {
        container.removeControl(dir.name);
      }
    });
  }

  addFormGroup(dir: NgModelGroup): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      const group = new FormGroup({});
      setUpFormContainer(group, dir);
      container.registerControl(dir.name, group);
      group.updateValueAndValidity({emitEvent: false});
    });
  }

  removeFormGroup(dir: NgModelGroup): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      if (container) {
        container.removeControl(dir.name);
      }
    });
  }

  getFormGroup(dir: NgModelGroup): FormGroup {
    return <FormGroup>this.form.get(dir.path);
  }

  updateModel(dir: NgControl, value: any): void {
    resolvedPromise.then(() => {
      const ctrl = <FormControl>this.form.get(dir.path);
      ctrl.setValue(value);
    });
  }

  setValue(value: {[key: string]: any}): void {
    this.form.reset(value);
    (this as {submitted: boolean}).submitted = false;
  }

  private _setUpdateStrategy() {
    if (this.options && this.options.updateOn != null) {
      this.form._updateOn = this.options.updateOn;
    }
  }

  private _findContainer(path: string[]): FormGroup {
    path.pop();
    return path.length ?
      <FormGroup>this.form.get(path) : this.form;
  }
}
@Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
  @Optional() @Self()
@Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[] {
  super();
  this._parent = parent;
  this._validators = validators;
  this._asyncValidators = asyncValidators;
  /* *** @internal */
  _checkParentType(): void {
    if (!this._parent instanceof NgModelGroup) {
      TemplateDrivenErrors.modelGroupParentException();
    }
  }
}

/**
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 * 
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 */

import {Directive, EventEmitter, Host, Inject, Input, OnChanges, OnDestroy, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';

import {FormControl, FormHooks} from '../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';

import {AbstractFormGroupDirective} from './abstract_form_group_directive';
import {ControlContainer} from './control_container';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';
import {NgControl} from './ng_control';
import {NgModelGroup} from './ng_model_group';
import {composeAsyncValidators, composeValidators, controlPath, isPropertyUpdated, selectValueAccessor, setUpControl} from './shared';
import {TemplateDrivenErrors} from './template_driven_errors';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

export const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => NgModel)
};

/**
 * @description
 * Creates a `FormControl` instance from a domain model and
 * binds it to a form control element.
 *
 * The `FormControl` instance tracks the value, user interaction, and
 * validation status of the control and keeps the view synced with the model. If used
 * within a parent form, the
 * directive also registers itself with the form as a child
 * control.
 *
 * This directive is used by itself or as part of
 * a larger form. Use the
 * `ngModel` selector to activate it.
 *
 * It accepts a domain model as an optional `Input`.
 * If you have a one-way binding,
 * changing the value of the domain model in the
 * component
 * class sets the value in the view. If you have a two-way binding with
 * syntax, the value in the UI always syncs back to
 * the domain model in your class.
 *
 * To inspect the properties of the associated `FormControl` (like validity state),
 * export the directive into a local template variable using
 * the key (also known as
 * `banana-box syntax`), the value in the UI always syncs back to
 * the domain model in your class.
 *
 * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute
 * to the control form.
 * In the context of a parent form, it's often
 * unnecessary to include one-way or two-way binding, as the parent form syncs the value for you. You access its
 * properties by exporting it into a local variable using
 * the key (also known as
 * `banana-box syntax`), the value in the UI always syncs back to
 * the domain model in your class.
 *
 * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute
 * so that the
 * control can be registered with the parent form under that name.
 *
 * Using `ngModel` on a standalone control
 * The following examples show a simple standalone control using
 * `ngModel`:
 * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute
 * so that the
 * control can be registered with the parent form under that name.
 * In the context of a parent form, it's often
 * unnecessary to include one-way or two-way binding, as the parent form syncs the value for you. You access its
 * properties by exporting it into a local variable using
 * the key (also known as
 * `banana-box syntax`), the value in the UI always syncs back to
 * the domain model in your class.
 * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute
 * so that the
 * control can be registered with the parent form under that name.
 * In the context of a parent form, it's often
 * unnecessary to include one-way or two-way binding, as the parent form syncs the value for you. You access its
 * properties by exporting it into a local variable using
 * the key (also known as
 * `banana-box syntax`), the value in the UI always syncs back to
 * the domain model in your class.
within a group

The following example shows you how to use a standalone `ngModel` control

This controls the display of the form, but doesn't contain form data.

```html
<form ngModel [ngModelOptions]='{standalone: true}'>
  Show more options?
</form>
```

- `form value: {login: ''} -->
- `form value: {login: ''}`
- `form value: {login: ''}`

```html
<form>
  Login
</form>
```

```html
<form>
  Login
</form>
```

```html
<form>
  Login
</form>
```

```html
<form>
  Login
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```
controlPath(this.name, this._parent) : [this.name];
**/**
* @description
* The top-level directive for this control if present, otherwise null
*/a
* get formDirective(): any {
return this._parent ? this._parent.formDirective : null; }
**/**
* @description
* Synchronous validator function composed of all the synchronous validators registered with this directive.
*/a
* get validator(): ValidatorFn
null { return composeValidators(this._rawValidators); }
**/**
* @description
* Async validator function composed of all the async validators registered with this directive.
*/a
* get asyncValidator(): AsyncValidatorFn
null { return composeAsyncValidators(this._rawAsyncValidators); }
**/**
* @description
* Sets the new value for the view model and emits an `ngModelChange` event.
*/a
* viewToModelUpdate(newValue: any): void {
this.viewModel = newValue;
this.update.emit(newValue);
}
**/**
* @description
* Adds `novalidate` attribute to all forms by default.
*
* `novalidate` is used to disable browser’s native form validation.
* If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:
*
* ```
* <form ngNativeValidate></form>
* ```
*
* @publicApi
* @ngModule ReactiveFormsModule
* @ngModule FormsModule
*/
@Directive({
selector: 'form:not([ngNoForm]):not([ngNativeValidate])',
host: {'novalidate': ''},
})
export class ɵNgNoValidate {

export {ɵNgNoValidate as NgNoValidate};

/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */
import {Directive, EventEmitter, Inject, InjectionToken, Input, OnChanges, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';
import {FormControl} from '../../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from '../control_value_accessor';
import {NgControl} from '../ng_control';
import {ReactiveErrors} from..
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import { ngModelWarning, composeAsyncValidators, composeValidators, isPropertyUpdated, selectValueAccessor, setUpControl } from './shared';
import { AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn } from './validators';

export const NG_MODEL_WITH_FORM_CONTROL_WARNING = new InjectionToken('NgModelWithFormControlWarning');

export const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => FormControlDirective)
};

/**
 * @description
 * * Syncs a standalone `FormControl` instance to a form control element.
 * @see `FormControl`
 * @see `AbstractControl`
 *
 * @usageNotes
 *
 * ### Registering a single form control
 * 
 * The following examples show how to register a standalone control and set its value.
 *
 * ```ts
 * this.value = 'some value';
 * ```
 *
 * This has been deprecated for a few reasons. First, developers have found this pattern confusing. It seems like the actual `ngModel` directive is being used, but in fact it's an input/output property named `ngModel` on the reactive form directive that simply approximates (some of) its behavior. Specifically, it allows getting/setting the value and intercepting value events. However, some of `ngModel`'s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply don't work, which has understandably caused some confusion.

In addition, this pattern mixes template-driven and reactive forms strategies, which we generally don't recommend because it doesn't take advantage of the full benefits of either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in the class removes the convenience of defining forms in the template. To update your code before support is removed, you'll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives.

By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import { ReactiveFormsModule } from '@angular/forms';
import { NgModule } from '@angular/core';

@NgModule({
  imports: [ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})],
  declarations: [
    AppComponent
  ],
  providers: [
    {provide: NgControl, useExisting: forwardRef(() => AppComponent)}
  ],
  bootstrap: [AppComponent]
})
export class AppModule {
}
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `"always"`. This may help to track down where in the code the pattern is being used as the code is being updated.

You can use this directive in your component or template as follows:

```html
<input [formControl]="control" (ngModelChange)="update($event)" />
```

This sets up automatic invalidation of the form control on any changes to the Reactive Forms Validation or Errors.

### Use with ngModel

Support for using the `ngModel` input property and `ngModelChange` event with reactive form directives has been deprecated in Angular v6 and will be removed in a future version of Angular. Now deprecated:

```html
<input [formControl]="control" [ngModel]="value" />
```

```ts
this.value = 'some value';
```
asyncValidators: Array<AsyncValidator|AsyncValidatorFn>,\n
@Optional() @Self()
@Inject(NG_VALUE_ACCESSOR)\n
valueAccessors: ControlValueAccessor[],\n
@Optional()
@Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING) private _ngModelWarningConfig: string|null) {\n
super();\n
this._rawValidators = validators || [];\n
this._rawAsyncValidators =
asyncValidators || [];\n
this.valueAccessor = selectValueAccessor(this, valueAccessors);\n
}\n\n
/**\n
* @description\n
* A lifecycle method called when the directive's inputs change. For
internal use\n
* only.\n
*\n
* @param changes A object of key/value pairs for the set of
changed inputs.\n
*/\n
ngOnChanges(changes: SimpleChanges): void {\n
if
(this._isControlChanged(changes)) {\n
setUpControl(this.form, this);\n
if (this.control.disabled
&& this.valueAccessor !.setDisabledState) {\n
this.valueAccessor !.setDisabledState !(true);\n
}\n
this.form.updateValueAndValidity({emitEvent: false});\n
}\n
if
(isPropertyUpdated(changes, this.viewModel)) {\n
_ngModelWarning(\n
'formControl',
FormControlDirective, this, this._ngModelWarningConfig);\n
this.form.setValue(this.model);\n
this.viewModel = this.model;\n
}\n
}\n\n
/**\n
* @description\n
*
Returns an array that represents the path from the top-level form to this control.\n
* Each index is the string
name of the control on that level.\n
*/\n
get path(): string[] { return []; }\n\n
/**\n
* @description\n
* Synchronous validator function composed of all the synchronous validators\n
*
registered with this directive.\n
*/\n
get validator(): ValidatorFn|null { return
composeValidators(this._rawValidators); }\n\n
/**\n
* @description\n
* Async validator
function composed of all the async validators registered with this\n
* directive.\n
*/\n
get
asyncValidator(): AsyncValidatorFn|null {\n
return
composeAsyncValidators(this._rawAsyncValidators);\n
}\n\n
/**\n
* @description\n
* The `FormControl` bound to this directive.\n
*/\n
get control(): FormControl { return this.form;
}\n\n
/**\n
* @description\n
* Sets the new value for the view model and emits an
`ngModelChange` event.\n
*\n
* @param newValue The new value for the view model.\n
*/\n
viewToModelUpdate(newValue: any): void {\n
this.viewModel = newValue;\n
this.update.emit(newValue);\n
}\n\n
private _isControlChanged(changes: {[key: string]: any}):
boolean {\n
return changes.hasOwnProperty('form');\n
}\n}\n","/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, EventEmitter, Inject, Input,
OnChanges, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';\nimport {FormArray,
FormControl, FormGroup} from '../../model';\nimport {NG_ASYNC_VALIDATORS, NG_VALIDATORS,
Validators} from '../../validators';\nimport {ControlContainer} from '../control_container';\nimport {Form} from
'../form_interface';\nimport {ReactiveErrors} from '../reactive_errors';\nimport {cleanUpControl,
composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer,
syncPendingControls} from '../shared';\n\nimport {FormControlName} from './form_control_name';\nimport
{FormArrayName, FormGroupName} from './form_group_name';\n\nexport const formDirectiveProvider: any = {\n
provide: ControlContainer,\n useExisting: forwardRef(() => FormGroupDirective)\n};\n\n/**\n * @description\n
*\n * Binds an existing `FormGroup` to a DOM element.\n *\n * This directive accepts an existing `FormGroup`
instance. It will then use this\n * `FormGroup` instance to match any child `FormControl`, `FormGroup`,\n * and
`FormArray` instances to child `FormControlName`, `FormGroupName`,\n * and `FormArrayName` directives.\n *
\n * @see [Reactive Forms Guide](guide/reactive-forms)\n * @see `AbstractControl`\n *\n * ### Register Form
Group\n *\n * The following example registers a `FormGroup` with first name and last name controls,\n * and
listens for the *ngSubmit* event when the button is clicked.\n *\n * {@example
forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'}\n *\n * @ngModule
ReactiveFormsModule\n * @publicApi\n */\n@Directive({\n selector: '[formGroup]',\n providers:
[formDirectiveProvider],\n host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},\n exportAs:
'ngForm'\n})\nexport class FormGroupDirective extends ControlContainer implements Form,\n OnChanges {\n

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/**
   * @description
   * Reports whether the form submission has been triggered.
   */
  public readonly submitted: boolean = false;

  // TODO(issue/24571): remove '!'.
  private _oldForm !: FormGroup;

  /**
   * @description
   * Tracks the list of added `FormControlName` instances
   */
  directives: FormControlName[] = [];

  /**
   * @description
   * Tracks the `FormGroup` bound to this directive.
   */
  form: FormGroup = null !;

  /**
   * @description
   * Emits an event when the form submission has been triggered.
   */
  @Output() ngSubmit = new EventEmitter();

  constructor(
      @Optional() @Self() @Inject(NG_VALIDATORS) private _validators: any[],
      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[])
  { super();
  }

  ngOnChanges(changes: SimpleChanges): void {
    if (changes.hasOwnProperty('form')) {
      this._updateValidators();
      this._updateDomValue();
      this._updateRegistrations();
    }
  }

  get formDirective(): Form {
    return this;
  }

  get control(): FormGroup {
    return this.form;
  }

  get path(): string[] {
    return [];
  }

  addControl(dir: FormControlName): FormControl {
    const ctrl: any = this.form.get(dir.path);
    setUpControl(ctrl, dir);
    ctrl.updateValueAndValidity({emitEvent: false});
    this.directives.push(dir);
    return ctrl;
  }

  getControl(dir: FormControlName): FormControl {
    return this.form.get(dir.path);
  }

  removeControl(dir: FormControlName): void {
    removeDir<FormControlName>(this.directives, dir);
  }

  addFormGroup(dir: FormGroupName): void {
    const ctrl: any = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({emitEvent: false});
  }

  removeFormGroup(dir: FormGroupName): void {}

  getFormGroup(dir: FormGroupName): FormGroup {
    return this.form.get(dir.path);
  }

  addFormArray(dir: FormArrayName): void {
    const ctrl: any = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({emitEvent: false});
  }

  removeFormArray(dir: FormArrayName): void {}

  getFormArray(dir: FormArrayName): FormArray {
    return this.form.get(dir.path);
  }

  updateModel(dir: FormControlName, value: any): void {
    const ctrl = <FormControl>this.form.get(dir.path);
    ctrl.setValue(value);
  }

  onSubmit($event: Event): boolean {
    (this as {submitted: boolean}).submitted = true;
    syncPendingControls(this.form, this.directives);
    this.ngSubmit.emit($event);
    return false;
  }

  addControl(dir: FormControlName): FormControl {
    const ctrl: any = this.form.get(dir.path);
    setUpControl(ctrl, dir);
    ctrl.updateValueAndValidity((emitEvent: false));
    this.directives.push(dir);
    return ctrl;
  }

  getFormContainer(dir: FormContainerName): FormContainer {
    const ctrl: any = this.form.get(dir.path);
    ctrl.updateValueAndValidity((emitEvent: false));
    this.directives.push(dir);
    return ctrl;
  }

  removeFormContainer(dir: FormContainerName): void {}

  addFormContainer(dir: FormContainerName): void {
    const ctrl: any = this.form.get(dir.path);
    ctrl.updateValueAndValidity((emitEvent: false));
    this.directives.push(dir);
    return ctrl;
  }

  updateModel(dir: FormControlName, value: any): void {
    const ctrl = <FormControl>this.form.get(dir.path);
    ctrl.setValue(value);
  }

  }
event is triggered on the form.

```typescript
*AonReset(): void { this.resetForm(); } */

```
formArrayNameProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => FormArrayName)
};

/**
 * @description
 *
 * Syncs a nested `FormArray` to a DOM element.
 *
 * This directive is designed to be used with a `FormGroupDirective` (selector: `*[formGroup]`).
 *
 * It accepts the string name of the nested `FormArray` you want to link, and
 *
 * will look for a `FormArray` registered with that name in the parent
 *
 * `FormGroup` instance you passed into `FormGroupDirective`.
 *
 * @see [Reactive Forms Guide](guide/reactive-forms)
 *
 * @see `AbstractControl` *
 *
 * @usageNotes
 *
 * ### Example
 *
 * `{@example forms/ts/nestedFormArray/nested_form_array_example.ts region='Component'}`
 *
 * @ngModule ReactiveFormsModule
 * @publicApi
 * @directive
 *
 * @ngInject
 * @export class FormArrayName extends ControlContainer implements OnInit, OnDestroy {
 *   /** @internal */
 *   _parent: ControlContainer;
 *
 *   /** @internal */
 *   _validators: any[];
 *
 *   /** @internal */
 *   _asyncValidators: any[];
 *
 *   /**
 *    * @description
 *    * Tracks the name of the `FormArray` bound to the directive. The name corresponds to a key in the
 *    * parent `FormGroup` or `FormArray`. Accepts a name as a string or a number.
 *    * The name in the form of a string is useful for individual forms, while the numerical form allows for
 *    * form arrays to be bound to indices when iterating over arrays in a `FormArray`.
 *    */
 *   // TODO(issue/24571): remove `!`. 
 *   @Input('formArrayName') name !: string | number | null;
 *
 *   constructor(
 *     @Optional() @Host(@SkipSelf) parent: ControlContainer,
 *     @Optional() @Self()
 *     @Inject(NG_VALIDATORS) validators: any[][],
 *     @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS)
 *     asyncValidators: any[][])
 *   { super());
 *
 *   this._parent = parent;
 *
 *   this._validators = validators;
 *
 *   this._asyncValidators = asyncValidators;
 *
 *   this._checkParentType();
 *
 *   this.formDirective !.addFormArray(this);
 *
 *   this.formDirective.removeFormArray(this);
 *
 *   return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
 *
 *   controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
 *
 *   return composeValidators(this._validators);
 *
 *   return composeAsyncValidators(this._asyncValidators);
 *
 *   @description
 *   * A lifecycle method called before the directive's instance is destroyed.
 *
 *   @throws If the directive does not have a valid parent.
 *
 *   return this._parent ? <FormGroupDirective>this._parent.formDirective : null);
 *
 *   return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
 *
 *   return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
 *
 *   eachIndex is the string name of the control on that level.
 *
 *   return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
 *
 *   return invalidateParentFormProperty(
 *     this._parent
 *   );
 *
 *   return invalidateParentFormProperty(
 *     this._parent
 *   );
 *
 *   return invalidateParentFormProperty(
 *     this._parent
 *   );
 *
 *   return composeValidators(this._validators);
 *
 *   return composeAsyncValidators(this._asyncValidators);
 *
 *   return composeValidators(this._validators);
 *
 *   return composeAsyncValidators(this._asyncValidators);
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 *   return composeAsyncValidators(this._asyncValidators);
 *
 *   return composeValidators(this._validators);
 *
 *   return composeAsyncValidators(this._asyncValidators);
 *
 *   return composeValidators(this._validators);
 *
 *   return composeAsyncValidators(this._asyncValidators);
 *
 *   return composeValidators(this._validators);
 *
 *   return composeAsyncValidators(this._async Validators, asyncValidators).
'./form_control_directive';
import {FormGroupDirective} from './form_group_directive';
import {FormArrayName, FormGroupName} from './form_group_name';
export const controlNameBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => FormControlName)
};
export class FormControlName extends NgControl implements OnChanges, OnDestroy {
  private _added = false;

  /**
   * @description
   * Internal reference to the view model value.
   * @internal
   */
  viewModel: any;

  /**
   * @description
   * Tracks the name of the `FormControl` bound to the directive.
   */
  // TODO(issue/24571): remove '!'.
  @Input('formControlName') name !: string | number | null;

  /**
   * Triggers a warning that this input should not be used with reactive forms.
   */
  @Input('disabled')
  set isDisabled(isDisabled: boolean) { ReactiveErrors.disabledAttrWarning(); }

  // TODO(kara): remove next 4 properties once deprecation period is over

  /** @deprecated as of v6 */
  @Input('ngModel') model: any;

  /** @deprecated as of v6 */
  @Output('ngModelChange') update = new EventEmitter();

  /**
   * Tracks the 'FormControl' instance bound to the directive.
   */
  // TODO(issue/24571): remove '!'.
  readonly control !: FormControl;

  /**
   * Internal reference to the view model value.
   */
  @internal
  @viewModel: any
  @delegate
  * Tracks the 'FormControl' instance bound to the directive.
  */
  // TODO(issue/24571): remove '!'.
  readonly control !: FormControl;

  /**
   * Internal reference to the view model value.
   */
  @delegate
  * Tracks the 'FormControl' instance bound to the directive.
  */
  // TODO(issue/24571): remove '!'.
  readonly control !: FormControl;

  /**
   * Internal reference to the view model value.
   */
  @delegate
  * Tracks the 'FormControl' instance bound to the directive.
  */
  // TODO(issue/24571): remove '!'.
  readonly control !: FormControl;
been sent across
  * all instances of FormControlName. Used to support warning config of \"once\".
  * @internal
  * @static
  * @ngModelWarningSentOnce = false
  * @description
  * Instance property used to track whether an ngModel warning has been sent out for this
  * particular FormControlName instance. Used to support warning config of \"always\".

  * * @internal
  * * @ngModelWarningSent = false
  * * @description
  * * A lifecycle method called when the directive's inputs change.

  * For internal use only.
  * * @param changes A object of key/value pairs for the set of changed inputs.

  * * @ngOnChanges(changes: SimpleChanges) *
  * if (!this._added) this._setUpControl();
  * if *(isPropertyUpdated(changes, this.viewModel)) {
  *   _ngModelWarning('formControlName', FormControlName, this, this._ngModelWarningConfig);
  *   this.viewModel = this.model;
  *   this.formDirective.updateModel(this, this.model);
  * }

  * * ngOnDestroy(): void {
  *   if (this.formDirective) {
  *     this.formDirective.removeControl(this);
  *   }
  * }

  * * viewToModelUpdate(newValue: any): void {
  *   this.viewModel = newValue;
  *   this.update.emit(newValue);
  * }

  * * get path(): string[] {
  *   return controlPath(this.name == null ? this.name : this.name.toString(), this._parent !);
  * }

  * * get formDirective(): any { return this._parent ? this._parent.formDirective : null; }

  * * get validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }

  * * get asyncValidator(): AsyncValidatorFn {
  *   return composeAsyncValidators(this._rawAsyncValidators) !;
  * }

  * private _checkParentType(): void {
  *   if (!(this._parent instanceof FormGroupName) &&
  *       this._parent instanceof AbstractFormGroupDirective) {
  *     ReactiveErrors.ngModelGroupException();
  *   } else if (this._parent instanceof FormControlName) {
  *     ReactiveErrors.controlParentException();
  *   }
  * }

  * private _setUpControl() {
  *   this._checkParentType();
  *   (this as {control: FormControl}).control =
  *   this.formDirective.addControl(this);
  *   if (this.control.disabled && this.valueAccessor.setDisabledState) {
  *     this.valueAccessor.setDisabledState !(true);
  *   }
  *   this._added = true;
  * }

**
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* found in the LICENSE file at https://angular.io/license
*/

import {Directive, Input, OnChanges, SimpleChanges, StaticProvider, forwardRef} from '@angular/core';
import {Observable} from 'rxjs';

import {AbstractControl} from '../model';
import {NG_VALIDATORS, Validators} from '../validators';

/**
 * @description
 * Defines the map of errors returned from failed validation checks.
 *
 * @publicApi
 */
export type ValidationErrors = {
  [key: string]: any
};

/**
 * @description
 * An interface implemented by classes
 * that perform synchronous validation.
 */
export interface ValidationErrorsObject {
  [key: string]: any
};

/**
 * @description
 * An interface implemented by classes
 * that perform async validation.
 */
export interface AsyncValidationErrorsObject {
  [key: string]: any
};

/**
 * @description
 * A lifecycle method called when the directive's inputs change.

  * For internal use only.
  * * @param changes A object of key/value pairs for the set of changed inputs.

  * * @ngOnChanges(changes: SimpleChanges) *
  * if (!this._added) this._setUpControl();
  * if *(isPropertyUpdated(changes, this.viewModel)) {
  *   _ngModelWarning('formControlName', FormControlName, this, this._ngModelWarningConfig);
  *   this.viewModel = this.model;
  *   this.formDirective.updateModel(this, this.model);
  * }

  * * ngOnDestroy(): void {
  *   if (this.formDirective) {
  *     this.formDirective.removeControl(this);
  *   }
  * }

  * * viewToModelUpdate(newValue: any): void {
  *   this.viewModel = newValue;
  *   this.update.emit(newValue);
  * }

  * * get path(): string[] {
  *   return controlPath(this.name == null ? this.name : this.name.toString(), this._parent !);
  * }

  * * get formDirective(): any { return this._parent ? this._parent.formDirective : null; }

  * * get validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }

  * * get asyncValidator(): AsyncValidatorFn {
  *   return composeAsyncValidators(this._rawAsyncValidators) !;
  * }

  * private _checkParentType(): void {
  *   if (!(this._parent instanceof FormGroupName) &&
  *       this._parent instanceof AbstractFormGroupDirective) {
  *     ReactiveErrors.ngModelGroupException();
  *   } else if (this._parent instanceof FormControlName) {
  *     ReactiveErrors.controlParentException();
  *   }
  * }

  * private _setUpControl() {
  *   this._checkParentType();
  *   (this as {control: FormControl}).control =
  *   this.formDirective.addControl(this);
  *   if (this.control.disabled && this.valueAccessor.setDisabledState) {
  *     this.valueAccessor.setDisabledState !(true);
  *   }
  *   this._added = true;
  * }

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found in the LICENSE file at https://angular.io/license
* return `{custom: true};

* @param control The control to validate against.
* @returns A map of validation errors if validation fails.

* otherwise null

* An interface implemented by classes that perform asynchronous validation.
* @usageNotes
* Provide a custom async validator directive
* The following example implements the `AsyncValidator` interface to create an async validator directive with a custom error key.

* ```
*
* @publicApi
*/
export interface Validator {
  /**
   *
   * Method that performs synchronous validation against the provided control.
   *
   * @param control The control to validate against.
   *
   * @returns A map of validation errors if validation fails.
   */
  validate(control: AbstractControl): ValidationErrors|null;

  /**
   * @description
   *
   * Registers a callback function to call when the validator inputs change.
   * The callback function
   *
   * @returns A map of validation errors if validation fails.
   */
  registerOnValidatorChange?(fn: () => void): void;

  /**
   * @description
   *
   * An interface implemented by classes that perform asynchronous validation.
   * @usageNotes
   * Provide a custom async validator directive
   * The control to validate against.
   *
   * @returns A promise or observable that
   * resolves a map of validation errors
   * if validation fails, otherwise null.
   */
  validate(control: AbstractControl): Promise<ValidationErrors|null>|Observable<ValidationErrors|null>;
}

/**
 * @description
 * A directive that
 * adds the `required` validator to any controls marked with the
 * `required` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.

* @publicApi
*/
@Directive({
  selector: ':not([type=checkbox])[required][formControlName],:not([type=checkbox])[required][formControl],:not([type=checkbox])[required][ngModel]',
  providers: [REQUIRED_VALIDATOR],
  host: {'\[attr.required\]': 'required ? "" : null'}
})
export class RequiredValidator implements Validator {
  // TODO(issue/24571): remove '!'.
  private _required !: boolean;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * Tracks changes to the required attribute bound to this directive.
   */
  @Input()
  get required(): boolean|string { return this._required; }

  set required(value: boolean|string) {
    this._required = value != null && value !== false && `${value}` !== 'false';
    if (this._onChange) this._onChange();
  }

  /**
   * Method that validates whether the control is empty.
   * Returns the validation result if
   * enabled, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._required ? Validators.required(control) : null;

  /**
   * Registers a callback function to call when the validator inputs change.
   *
   * @returns A map of validation errors if validation fails.
   */
  registerOnValidatorChange?(fn: () => void): void;

  /**
   * A directive that adds the `required` validator to any controls marked with the
   * `required` attribute. The directive is provided with
   * `required` directive.
   * 
   * ```
   * ```
   *
   * @publicApi
   */
  export interface AsyncValidator extends Validator {
    /**
     *
     * Method that performs async validation against the provided
     *
     *
     * @returns A promise or observable that
     * resolves a map of validation errors
     * if validation fails, otherwise null.
     */
    validate(control: AbstractControl): Observable<ValidationErrors|null> {
      return observableOf({
        custom: true
      });
    }
  }

  /**
   * @description
   *
   * A provider which adds `RequiredValidator` to the 'NG_VALIDATORS' multi-provider list.
   */
  export const REQUIRED_VALIDATOR: StaticProvider = {
    provide: NG_VALIDATORS,
    useExisting: forwardRef(() => RequiredValidator),
    multi: true
  };

  /**
   * @description
   *
   * A provider which adds
   * `CheckboxRequiredValidator` to the 'NG_VALIDATORS' multi-provider list.
   */
  export const CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {
    provide: NG_VALIDATORS,
    useExisting: forwardRef(() => CheckboxRequiredValidator),
    multi: true
  };

  /**
   * @description
   *
   * A provider which adds
   * `CheckboxRequiredValidator` to any controls marked with the
   * `required` attribute. The directive is provided with
   * `required` directive.
   * 
   * ```
   * ```
   *
   * @publicApi
   */
  ReactiveFormsModule
  * @publicApi
  */
  @Directive()
  export class CheckboxRequiredValidator implements Validator {
    /**
     *
     * Tracks changes to the checkbox controls marked with the
     * `required` attribute. The directive is provided with
     * `required` directive.
     *
     * ```
     * ```
     *
     * @publicApi
     */
  };
}
export class CheckboxRequiredValidator extends RequiredValidator {
  /**
   * Method that validates whether or not the checkbox has been checked.
   * Returns the validation result if enabled, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.required ? Validators.requiredTrue(control) : null;
  }
}

/**
 * Provider which adds `EmailValidator` to the 'NG_VALIDATORS' multi-provider list.
 */
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS, useExisting: forwardRef(() => EmailValidator), multi: true
};

/**
 * A directive that adds the 'email' validator to controls marked with the `email` attribute.
 * The directive is provided with the 'NG_VALIDATORS' multi-provider list.
 */
@Directive({
  selector: '
    [email][formControlName], [email][formControl], [email][ngModel]
  ',
  providers: [EMAIL_VALIDATOR]
})
export class EmailValidator implements Validator {
  private _enabled !: boolean;
  private _onChange !: () => void;

  /**
   * Tracks changes to the email attribute bound to this directive.
   */
  @Input()
  set email(value: boolean|string) {
    this._enabled = value === '' || value === true || value === 'true';
    if (this._onChange) this._onChange();
  }

  /**
   * Validates whether an email address is valid.
   * Returns the validation result if enabled, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._enabled ? Validators.email(control) : null;
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void) {
    this._onChange = fn;
  }
}

/**
 * Provider which adds `MinLengthValidator` to the 'NG_VALIDATORS' multi-provider list.
 */
export const MIN_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS, useExisting: forwardRef(() => MinLengthValidator), multi: true
};

/**
 * A directive that adds minimum length validation to controls marked with the `minlength` attribute.
 */
@Directive({
  selector: '
    [minlength][formControlName], [minlength][formControl], [minlength][ngModel]
  ',
  providers: [MIN_LENGTH_VALIDATOR]
})
export class MinLengthValidator implements Validator, OnChanges {
  private _validator !: ValidatorFn;
  private _onChange !: () => void;

  /**
   * Tracks changes to the the minimum length bound to this directive.
   */
  @Input()
  set minlength(value: string | number) {
    this._validator = this._createValidator();
    if (this._onChange) this._onChange();
  }

  /**
   * Validates whether the value meets a minimum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._validator(control);
  }

  /**
   * A lifecycle method called when the directive's inputs change.
   * For internal use only.
   */
  ngOnChanges(changes: SimpleChanges) {
    if ('minlength' in changes) {
      this._validator = this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * A lifecycle method called when the directive's inputs change.
   * For internal use only.
   */
  ngAfterContentInit() {
    if (this._validator) this._validator(control);
  }

  private _createValidator(): ValidatorFn {
    return this._createValidatorFn();
  }

  private _createValidatorFn(): ValidatorFn {
    return (control: AbstractControl) => {
      const minLength = this.minlength;
      if (minLength === null) return null;
      if (minLength <= 0) return null;
      if (control.value.length < minLength) {
        return { minlength: minLength - control.value.length };
      }
      return null;
    };
  }
}

/**
 * A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.
 */
export interface AsyncValidatorFn {
  (control: AbstractControl): Promise<ValidationErrors|null>|
    Observable<ValidationErrors|null>;}

/**
 * A function that receives a control and returns a Promise or observable
 * that emits validation errors if present, otherwise null.
 */
export interface ValidatorFn {
  (control: AbstractControl): ValidationErrors|null;}

/**
 * A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.
 */
export interface

ValidationErrors|null { n return this.minlength == null ? null : this._validator(control); } n

/***/
@description
* Registers a callback function to call when the validator inputs change.
* @param fn The callback function
* @paramOnValidatorChange(fn: () => void): void { this._onChange = fn; }
private
_createValidator(): void { this._validator = Validators.minLength(typeof this.minlength === 'number' ? this.minlength : parseFloat(this.minlength, 10)); }
}

/**
 * @description
 * Registers a callback function to call when the validator inputs change.
 * @param fn The
 */
registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

private
_createValidator(): void {
  this._validator = Validators.minLength(
      typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
}

/**
 * @description
 * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
@Directive({
  selector: '[maxlength][formControlName],[maxlength][formControl],[maxlength][ngModel]',
  providers:
      [MAX_LENGTH_VALIDATOR],
  host: {'[attr.maxlength]': 'maxlength ? maxlength : null'}
})
export class MaxLengthValidator implements Validator,
    OnChanges {
  // TODO(issue/24571): remove '!'.
  private
      _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the the maximum length bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('maxlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value exceeds
   * the maximum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.minlength != null ? this._validator(control) : null;
  }

  /**
   * @description
   * Registers a callback function to call when the
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void {
    this._validator = Validators.minLength(
      typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
  }
}

/**
 * @description
 * Provider which adds `PatternValidator` to the `NG_VALIDATORS` multi-
 * provider list.
 */
@Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',
  providers:
      [PATTERN_VALIDATOR],
  host: {'[attr.pattern]': 'pattern ? pattern : null'}
})
export class PatternValidator implements Validator,
    OnChanges {
  // TODO(issue/24571): remove '!'.
  private
      _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the pattern bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('pattern' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value matches the
   * the pattern requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.pattern == null ? null : this._validator(control);
  }

  /**
   * @description
   * Registers a callback function to call when the
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void {
    this._validator = Validators.pattern('^[a-zA-Z ]*$');
  }
}

/**
 * @description
 * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
@Directive({
  selector: '[maxlength][formControlName],[maxlength][formControl],[maxlength][ngModel]',
  providers:
      [MAX_LENGTH_VALIDATOR],
  host: {'[attr.maxlength]': 'maxlength ? maxlength : null'}
})
export class MaxLengthValidator implements Validator,
    OnChanges {
  // TODO(issue/24571): remove '!'.
  private
      _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the the maximum length bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('maxlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value exceeds
   * the maximum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.minlength != null ? this._validator(control) : null;
  }

  /**
   * @description
   * Registers a callback function to call when the
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void {
    this._validator = Validators.minLength(
      typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
  }
}

/**
 * @description
 * Provider which adds `PatternValidator` to the `NG_VALIDATORS` multi-
 * provider list.
 */
@Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',
  providers:
      [PATTERN_VALIDATOR],
  host: {'[attr.pattern]': 'pattern ? pattern : null'}
})
export class PatternValidator implements Validator,
    OnChanges {
  // TODO(issue/24571): remove '!'.
  private
      _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the pattern bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('pattern' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value matches the
   * the pattern requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.pattern == null ? null : this._validator(control);
  }

  /**
   * @description
   * Registers a callback function to call when the
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void {
    this._validator = Validators.pattern('^[a-zA-Z ]*$');
  }
}
validator inputs.

```
validateOnChange(): void {
    this._validator = Validators.pattern(this.pattern);
    this._onChange();
}
```

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https://angular.io/license

```typescript
import {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';
import {ControlValueAccessor} from './directives/control_value_accessor';
import {DefaultValueAccessor} from './directives/default_value_accessor';
import {NgControl} from './directives/ng_control';
import {NgControlStatus, NgControlStatusGroup} from './directives/ng_control_status';
import {NgForm} from './directives/ng_form';
import {NgModel} from './directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NgNoValidate} from './directives/ng_no_validate_directive';
import {NgSelectOption, SelectControlValueAccessor} from './directives/select_control_value_accessor';
import {NgSelectMultipleOption, SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';
import {CheckboxRequiredValidator, EmailValidator, MaxLengthValidator, MinLengthValidator, PatternValidator, RequiredValidator} from './directives/validators';
```
```typescript
import {Injectable} from '@angular/core';

import {AsyncValidatorFn, ValidatorFn} from './directives/validators';
import {AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup, FormHooks} from './model';

function isAbstractControlOptions(options: AbstractControlOptions | {[key: string]: any}): options is AbstractControlOptions {
}

/**
 * @description
 * Creates an `AbstractControl` from a user-specified configuration.
 * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
 * `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex forms.
 *
 * @publicApi
 */
@Injectable()
export class FormBuilder {
  /**
   * @description
   * Construct a new `FormGroup` instance.
   *
   * @param controlsConfig A collection of child controls. The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * 1) `AbstractControlOptions` object (preferred), which consists of:
      * `validators`: A synchronous validator function, or an array of validator functions
      * `asyncValidators`: A single async validator or array of async validator functions
      * `updateOn`: The event upon which the control should be updated (options: 'change' | 'blur' | 'submit')
   * 2) Legacy configuration object, which consists of:
      * `validator`: A synchronous validator function, or an array of validator functions
      * `asyncValidator`: A single async validator or array of async validator functions
   *
   * @usageNotes
   *
   * ### Initialize a control as disabled
   *
   * The following example returns a control with an initial value in a disabled state.
   *
   * <code-example path="forms/ts/formBuilder/form_builder_example.ts" region="disabled-control"/>
   */
  group(controlsConfig: {[key: string]: any}, options: AbstractControlOptions | {[key: string]: any} | null = null): FormGroup {
    const controls = this._reduceControls(controlsConfig);

    let validators: ValidatorFn | ValidatorFn[] | null = null;
    let asyncValidators: AsyncValidatorFn | AsyncValidatorFn[] | null = null;
    let updateOn: FormHooks | undefined = undefined;

    if (options != null) {
      if (isAbstractControlOptions(options)) {
        // `options` are `AbstractControlOptions`
        validators = options.validators != null ? options.validators : null;
        asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
      } else {
        // `options` are legacy form group options
        validators = options['validator'] != null ? options['validator'] : null;
        asyncValidators = options['asyncValidator'] != null ? options['asyncValidator'] : null;
      }
    }

    return new FormGroup(controls, {validators, updateOn, validators});
  }

  /**
   * @description
   * Construct a new `FormControl` with the given state, validators and options.
   *
   * @param formState Initializes the control with an initial value, or with an object that contains both a value and a disabled status.
   *
   * @param validatorOrOpts A synchronous validator function, or an array of such functions, or an `AbstractControlOptions` object that contains validation functions and a validation trigger.
   *
   * @param asyncValidator A single async validator or array of async validator functions.
   *
   * @param controlsConfig An array of child controls or control configs.
   * @param controls config or array of control configs.
   *
   * @usageNotes
   *
   * ### Initialize a control as disabled
   *
   * The following example returns a control with an initial value in a disabled state.
   *
   * <code-example path="forms/ts/formBuilder/form_builder_example.ts" region="disabled-control"/>
   */
  control(formState: any, validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null, asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[] | null): FormControl {
    return new FormControl(formState, validatorOrOpts, asyncValidator);
  }

  /**
   * Constructs a new `FormArray` from the given array of configurations, validators and options.
   *
   * @param controlsConfig An array of child controls or control configs.
   * @param controlsConfig An array of child controls or control configs.
   *
   * @usageNotes
   *
   * ### Initialize a control as disabled
   *
   * The following example returns a control with an initial value in a disabled state.
   *
   * <code-example path="forms/ts/formBuilder/form_builder_example.ts" region="disabled-control"/>
   */
  array(controlsConfig: any[], validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null, asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[] | null): FormArray {
    const controls = controlsConfig.map(c =>
```
ACXe,SAAS,EAAE,CAAC,OAAAoB,CAAC;YACjC,OAAC,CAAAC0BAAyB,EAAA,0BAA0B,CAAC;S
ACjE,CAAC;OACw,WAAC,CACvB1IAAD,kBAAC;CADD,IAAC;AAEED;.........;AaC;AAAaKAoBc;4BApBy,
mBAAmB;.....;IAsvB,8BAU,GAjB,UAkB,IAEjB;QACCC,OAAB,YACL,QAAQ,EAAE,qBAAmB;YAC7B,
SAAS,EAAE,CAAC;oBACv,OAAC,EEAE,kCAAc;oBAC3C,QAAQ,EAAE,IAAC,4BAA4B;iBAC5C,C
AAC;SACH,CAAC;KACH;IAAsBU,mBAAmB;QALQ,CAAC;YACR,IAAY,EAAE,CAAC,0BAA0B,CA
AC;YAC1C,SAAS,EAAE,CAAC;WAAW,EAAE,0BAA0B,CAAC;YAC9C,OAAC,EEAE,CAACA,0BAAyB,EA
AE,0BAA0B,CAAC;SACjE,CAAC;OACw,mBAAmB,CAoB/B1IAAD,0BAAc;CApBD;AC5CA;....;GAMG;AC
NH;....;AAQA,AAoA,0EAA0E;ACf1E;....;GAMG;ACNH;GAEG;....

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/lesms5/forms.js.map

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

{"version":3,"sources":【packages/forms/forms.uml.js"】,"names":【"global","factory","exports","module","require","define","amd","self","ng","forms","core","common","rxjs","operators","this","extendStatics","d","b","Object","setPrototypeOf","__proto__","Array","p","hasOwnProperty","_extends","_","constructor","prototype","create","_assign","assign","t","s","i","n","arguments","length","call","apply","_decorate","decorators","target","key","desc","c","r","getOwnPropertyDescriptor","Reflect","decorate","defineProperty","_"param","paramIndex","decorator","_metadata","metadataKey","metadataValue","_values","o","m","Symbol","iterator","next","value","done","_read","e","ar","push","error","NG_VALUE_ACCESSOR","InjectionToken","CHECKBOX_VALUE_ACCESSOR","provide","useExisting","forwardRef","CheckboxControlValueAccessor","multi","_renderer","_elementRef","onChange","_","_","onTouched","writeValue","setProperty","nativeElement","registerOnChange","fa","registerOnTouche
d","setDisabledState","isDisabled","Directive","selector","host","(change)","(blur)","(providers)","Renderer2","Element
tRef","DEFAULT_VALUE_ACCESSOR","DefaultValueAccessor","COMPOSITION_BUFFER_MODE","_compositionMode","_composing","_isAndroid","userAgent","getDOM","getUserAgent","test","toLowerCase","_hand
elInput","_compositionStart","_compositionEnd","(input)",(compositionstart)",(compositionend)","Optional","Inj
ect","Boolean","AbstractControlDirective","get","control","enumerable","configurable","valid","invalid","pending","_define","enabled","errors","pristine","dirty","touched","status","untouched","statusChanges","valueChanges","reset","undefined","hasError","errorCode","path","getError","ControlContainer","_super","unimplemented","Error","NgControl","_this","_parent","name","valueAccessor","_rawValidators","_rawAsyncValidators","AbstractControlS
tatus","cd","_cd","ngControlStatusHost","[class.ng-untouched]","[class.ng-touched]","[class.ng-
pristine]","[class.ng-dirty]","[class.ng-valid]","[class.ng-invalid]","[class.ng-pending]","[class.ngControlStatus]","Self","[class.ngControlStatusGroup]","isEmptyInputValue","[class.ng.VALIDATORS]","[class.ng.ASYNC_VALIDATORS]","EMAIL_REGEXP","Validators","min","parseFloat","isNaN","actual"","max","required","requiredTrue","email","minLength","minlength","requiredLength","actualLength","maxLength","maxlen
t","regexStr","charAt","regex","RegExp","toString","requiredPattern","actualValue","nullValidator","compose","v
alidators","presentValidators","filter","isPresent","_mergeErrors","_executeValidators","map","v","composeAsync,"observables","_executeAsyncValidators","toObservable","forKJoin","pipe","obs","isPromise","from","isObservabl
e","arrayOfErrors","res","forEach","keys","normalizeValidator","validator","validate","normalizeAsyncValidator"," NUMBER_VALUE_ACCESSOR","NumberValueAccessor","RADIO_VALUE_ACCESSOR","RadioControlValue
eAccess","RadioControlRegistry","_accessors","add","accessor","remove","splice","select","_isSameGroup","fire Uncheck","controlPair","_control","Injectable","_registry","_injector","ngOnInit","_checkName","ngOnDestroy","_state","_fn","formControlName","_throwNameError","Input","_renderer","Injectors","RANGE_VALUE_ACCESSOR"," RangeValueAccessors","FormErrors","_reactiveErrors","_controlParentException","_ngModelGroupException"," missingFormException","_groupParentException","_arrayParentException","_disabledAttrWarning","_console","_wa
rm","_ngModelWarning","_directiveName","SELECT_VALUE_ACCESSOR","_selectControlValueAccessors","_build
ValueString","id","slice","_optionMap","Map","_idCounter","_compareWith","looseIdentical","set","JSON","stringify","_getOptionId","valueString","_getOptionValue","registerOption","_e","_a","_b","_c","_e_l","return","_ex
Open Source Used In MSX Enterprise Access Service Pack 3.9.0
\"function\" & (g\[Symbol.iterator\] = function() { return this; }); g\[i\] \n function verb(n) { return function (v) { return step([n, v]); }); \n function step(op) \n { if (op[0] & 5) throw op[1]; return { value: op[0] ? op[1] : void 0, done: true };
    
    function _label++; return { value: op[1], done: false };
    
    continue \n case 2: op = \[0\] & 2, t.value; \n switch (op[0]) \n { case 0: t = op; break \n    
    case 4: \n    \n    \n    return \n    
    function __importStar(mod) if (Object.hasOwnProperty.call(mod, k)) result[k] = mod[k];
    
    result.default = mod;
    
    return 
    
    function \__makeTemplateObject(cooked, raw) \n { if (mod && mod.__esModule) return mod;
    
    var result = {};
    
    if (mod != null) for (var k in mod) cooked.raw = raw; }
    
    return cooked;
    
    function __importStar(mod) if (Object.hasOwnProperty.call(mod, k)) result[k] = mod[k];
    
    return result.default = mod;
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 */

/**
 * @publicApi
 */

var NG_VALUE_ACCESSOR = new core.InjectionToken('NgValueAccessor');

/**
 * Used to provide a `ControlValueAccessor` for form controls.
 *
 * See `DefaultValueAccessor` for how to implement one.
 */
var CHECKBOX_VALUE_ACCESSOR = { provides: NG_VALUE_ACCESSOR, useExisting: core.forwardRef(function () { return CheckboxControlValueAccessor; }), multi: true, }

const rememberLoginControl = new FormControl();

<formControlName="rememberLogin">  <input type="checkbox" [formControl]="rememberLoginControl" />
</formControlName="rememberLogin">  

CheckboxControlValueAccessor = class {
    constructor(_renderer, _elementRef) {
        this._renderer = _renderer;
        this._elementRef = _elementRef;

        this.onChange = function (_) { };
        this.onTouched = function () { };

        this.writeValue = function (value) { this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value); };
        this.registerOnChange = function (fn) { this.onChange = fn; };
        this.registerOnTouched = function (fn) { this.onTouched = fn; };
        this.setDisabledState = function (isDisabled) { this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled); };

    this.onTouched = function () { this.onChange = function (_) { };
    this.onTouched = function () { this.onChange = function (_) { };
    
    CheckboxControlValueAccessor.prototype.writeValue = function (value) { this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value); };
    CheckboxControlValueAccessor.prototype.registerOnChange = function (fn) { this.onChange = fn; };
    CheckboxControlValueAccessor.prototype.registerOnTouched = function (fn) { this.onTouched = fn; };

    return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = Class.create(core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccessor;
}

CheckboxControlValueAccessor = __decorate([core.Directive({ selector: '[type=checkbox][formControlName], [type=checkbox][formControl], [type=checkbox][ngModel]', host: { (change): 'onInputChange(event.target.checked)', (blur): 'onTouched()' }, providers: [CHECKBOX_VALUE_ACCESSOR] }), { _metadata: { design:paramtypes:*, core.Renderer2, core.ElementRef] }, return CheckboxControlValueAccesso
by the 'FormControlDirective', 'FormControlName', and \n * 'NgModel' directives.\n *\n * @usageNotes\n * ### Using the default value accessor\n *\n * The following example shows how to use an input\n * element that activates the default value accessor\n * (in this case, a text field).\n *\n * const\n * firstNameControl = new FormControl();\n *\n * @ngModel\n * @publicApi\n * \n * var DefaultValueAccessor = /** @class */ (function () {\n * function DefaultValueAccessor(_renderer, _elementRef, _compositionMode) {\n *\n * this.onChange = function (_) { };
 *\n * this.onTouched = function () { };
 *\n * @param value\n *\n * this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);\n *\n * this._compositionMode = false;\n *\n * if (this._compositionMode == null) {\n *\n * this._compositionMode = !_isAndroid();\n *\n * \n * Sets the \"value\" property on the input element.\n *\n * @param value\n *\n * DefaultValueAccessor.prototype.writeValue = function (value) {\n *\n * @param fn\n *\n * The callback function called when an input event occurs on the input element.\n *\n * this.onChange = function (_) { };\n *\n * this.onTouched = function () { };\n *\n * Whether the user is creating a composition string (IME events).\n *\n * this._composing = false;\n *\n * if (this._compositionMode == null) {\n *}\n *\n * Sets the \"value\" property on the input element.\n *\n * @param fn\n *\n * The callback function called when an input event occurs on the input element.\n *\n * this.onChange = fn;\n *\n * this.onTouched = fn;\n *\n * Sets the \"disabled\" property on the input element.\n *\n * DefaultValueAccessor.prototype.registerOnTouched = function (fn) {\n *\n * DefaultValueAccessor.prototype.registerOnChange = function (fn) {\n *\n * DefaultValueAccessor.prototype.handleInput = function (value) {\n *\n * this.onCompositionStart = function () { this._composing = true; };\n *\n * this._composing = false;\n *\n * this.onCompositionEnd = function (value) {\n *\n * DefaultValueAccessor.prototype.handleInput = function (value) {\n *\n * this.onCompositionStart = function () { this._composing = true; };\n *\n * this.onCompositionEnd = function (value) {\n *\n * DefaultValueAccessor = __decorate([\n * core.Directive({\n * selector: \n * input:not([type=checkbox])\n * [formControlName], textarea\n * [formControlName], input:not([type=checkbox])\n * [formControl], textarea\n * [formControl], input:not([type=checkbox])\n * [ngModel], textarea\n * [ngModel], [ngDefaultControl]\n *],\n * // TODO: vsavkin replace the above selector with the one below it once\n * // https://github.com/angular/angular/issues/3011 is implemented\n * // selector: \n * [ngModel],[formControl],[formControlName]\n * host: {\n * (input):\n * 'Sany(this),_handleInput(Sevent.target.value),\n * 'blur': onTouched,\n * (compositionstart): 'Sany(this)._compositionStart,\n * (compositionend): 'Sany(this)._compositionEnd(Sevent.target.value)\n * },\n * providers: [\n * DEFAULT_VALUE_ACCESSOR,\n * ]\n * __param(2, core.Optional()), __param(2,\n * core.Inject(COMPOSITION_BUFFER_MODE)),\n * __metadata("design:paramtypes": [core.Renderer2,\n * core.ElementRef, Boolean]),\n * DefaultValueAccessor\n * return DefaultValueAccessor\n * }());\n *\n * * @license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n *\n * * @description\n * Base class for control directives.\n *\n * This class is only used internally in the\n * 'ReactiveFormsModule' and the 'FormsModule'.\n *\n * var AbstractControlDirective = /** @class */ (function () {\n * function AbstractControlDirective() {\n *\n * Object.defineProperty(AbstractControlDirective.prototype, \n *\n * * @description\n
* Reports the value of the control if it is present, otherwise null.

```javascript
get: function () { return this.control ? this.control.value : null; },
```

* An

```javascript
enumerable: true,
```

```javascript
configurable: true
```
calculated for the control. If the control is not present, null is returned.

```javascript
get: function () {
    return this.control ? this.control.statusChanges : null;
},
```

* @description
* Returns a multicasting observable of value changes for the control that emits every
time the value of the control changes in the UI or programmatically.

* If the control is not present, null is returned.

```javascript
get: function () {
    return return this.control ? return this.control.
},
```

* @description
* Returns an array that represents the path from the top-level form to this control.

* Each index is the string name of the control on that level.

```javascript
get: function () {
    return return this.control
},
```

* @description
* Reports whether the control with the given path has the error specified.

* @param errorCode The code of the error to check
  * @param path A list of control names that designates how to move from the current control
  * to the control that should be queried for errors.

```javascript
returns whether the given error is present in the control at the given path.

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```javascript
get: function () {
    return return this.control
},
```

* @description
* Returns an array that represents the path from the top-level form to this control.

* Each index is the string name of the control on that level.

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get: function () {
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},
```

* @description
* Returns a multicasting observable of value changes for the control that emits every
time the value of the control changes in the UI or programmatically.

* If the control is not present, null is returned.

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get: function () {
    return return this.control
},
```

* @description
* Returns a multicasting observable of value changes for the control that emits every
time the value of the control changes in the UI or programmatically.

* If the control is not present, null is returned.
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* found in the LICENSE file at https://angular.io/license
*/
function unimplemented() {
    throw new Error('unimplemented');
}
/**
 * @description
 * A base class that all control `FormControl`-based directives extend. It binds a `FormControl`
 * object to a DOM element.
 */
var NgControl = /** @class */ (function (_super) {
    __extends(NgControl, _super);
    function NgControl() {
        var _this = _super !== null && _super.apply(this, arguments) ||
            Object.create(NgControl.prototype);
        return _this;
    }
    NgControl = __decorate([], NgControl);
    return NgControl;
})(AbstractControlDirective);
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```typescript
private abstract class AbstractControlStatus {
    // ...
}

export class NgControlStatus {
    // ...
}

export class NgControlStatusGroup {
    // ...
}

function isEmptyInputValue(value) {
    // ...
}

let EMAIL_REGEXP = /^[a-zA-Z0-9\._-]+@[a-zA-Z0-9\._-]+$/;

class Validators {
    // ...
}

let EMAIL_REGEXP = /^(?=.{1,254}$)(?=.{1,64}@)[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+(?:\.[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+)*@[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?(?:\.[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?)*$/;
```
The value against a different pattern.

* @usageNotes

* ### Validate that the field

* `local-part` (the part before the `@` symbol) to begin or end with a period (`.`).

* - Disallow `local-part` to be longer than 64 characters.

* - Disallow the whole address to be longer than 254 characters.

* - Disallow `local-part` (the part before the `@` symbol) to begin or end with a period (`.`).

* - Disallow `local-part` to be longer than 64 characters.

* - Disallow the whole address to be longer than 254 characters.

The differences from the WHATWG version include:

* - Enhancements to incorporate more RFC rules (such as rules related to domain names and the lengths of different parts of the address).

* - Disallow `local-part` (the part before the `@` symbol) to begin or end with a period (`.`).

* - Disallow `local-part` to be longer than 64 characters.

* - Disallow the whole address to be longer than 254 characters.

* If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to

* validate the value against a different pattern.

* - `pattern` suitable for common usecases. The pattern is based on the definition of a valid email

* address in the [WHATWG HTML specification](https://html.spec.whatwg.org/multipage/input.html#valid-e-mail-address)

* with some enhancements to incorporate more RFC rules (such as rules related to domain names and the lengths of different parts of the address).

* The differences from the WHATWG version include:

* - Disallow `local-part` (the part before the `@` symbol) to begin or end with a period (`.`).

* - Disallow `local-part` to be longer than 64 characters.

* - Disallow the whole address to be longer than 254 characters.
matches a valid email pattern

```
@returns An error map with the `email` property if the validation check fails, otherwise `null`.

Validators.email = function (control) {
    if (isEmptyInputValue(control.value)) {
        return null; // don't validate empty values to allow optional controls
    }
    return EMAIL_REGEXP.test(control.value) ? null : { 'email': true };
}
```
@description
* Registers a function called when the control value changes.

*param fn The callback function

NumberValueAccessor.prototype.registerOnChange = function (fn) {
  this.onChange = function (value) { fn(value == null ? null : parseFloat(value)); }
};
/**
* Registers a function called when the control is touched.

*param fn The callback function

NumberValueAccessor.prototype.registerOnTouched = function (fn) {
  this.onTouched = fn;
};
/**
* Sets the 'disabled' property on the input element.

*param isDisabled The disabled value

NumberValueAccessor.prototype.setDisabledState = function (isDisabled) {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
};
NumberValueAccessor = __decorate([core.Directive({
  selector: 'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',
  host: {
    '(change)': 'onChange($event.target.value)',
    '(input)': 'onChange($event.target.value)',
    '(blur)': 'onTouched()'
  },
  providers: [NUMBER_VALUE_ACCESSOR]
}), core.metadata({'design:paramtypes': [core.Renderer2, core.ElementRef]})], NumberValueAccessor);

RadioControlRegistry = /** @class */ (function () {
  function RadioControlRegistry() {
    this._accessors = [];
  }
  /**
   * Adds a control to the internal registry. For internal use only.
   */
  RadioControlRegistry.prototype.add = function (control, accessor) {
    this._accessors.push([control, accessor]);
  };
  /**
   * Removes a control from the internal registry. For internal use only.
   */
  RadioControlRegistry.prototype.remove = function (accessor) {
    for (var i = this._accessors.length - 1; i >= 0; --i) {
      if (this._accessors[i][1] === accessor) {
        this._accessors.splice(i, 1);
        return;
      }
    }
  };
  /**
   * Selects a radio button. For internal use only.
   */
  RadioControlRegistry.prototype.select = function (accessor) {
    var _this = this;
    this._accessors.forEach(function (c) {
      if (_this._isSameGroup(c, accessor) && c[1] !== accessor) {
        c[1].fireUncheck(accessor.value);
      }
    });
  };
  RadioControlRegistry.prototype._isSameGroup = function (controlPair, accessor) {
    if (!controlPair[0].control)
      return false;
    return controlPair[0].control._parent === accessor._parent &&
      controlPair[1].name === accessor.name;
  };
RadioControlRegistry = __decorate([core.Injectable()], RadioControlRegistry);

RadioControlValueAccessor = /** @class */ (function () {
  function RadioControlValueAccessor(_renderer,
    _elementRef, _injector, _registry, _injector) {
    this._renderer = _renderer;
    this._elementRef = _elementRef;
    this._injector = _injector;
    this._registry = _registry;
    this.onChange = function () { }
    this.onTouched = function () { }
    this.disabled = false;
  }
  /**
   * Class used by Angular to track radio buttons. For internal use only.
   */
  RadioControlValueAccessor.prototype.select = function (accessor) {
    var _this = this;
    this._accessors.forEach(function (c) {
      if (_this._isSameGroup(c, accessor) && c[1] !== accessor) {
        c[1].fireUncheck(accessor.value);
      }
    });
  };
  RadioControlValueAccessor.prototype._isSameGroup = function (controlPair, accessor) {
    if (!controlPair[0].control)
      return false;
    return controlPair[0].control._parent === accessor._parent &&
      controlPair[1].name === accessor.name;
  };
RadioControlValueAccessor = __decorate([core.Injectable()], RadioControlValueAccessor);
/**
 * @description
 * A lifecycle method called when the directive is initialized. For internal
 * use only.
 */
 RadioControlValueAccessor.prototype.ngOnInit = function () {
    this._control = this._injector.get(NgControl);
    this._checkName();
    this._registry.add(this._control, this);
    this._registry.remove(this);
    this.writeValue(true);
    this._registry.select(this);
};

/**
 * @description
 * Lifecycle method called before the directive's instance is destroyed. For
 * internal use only.
 */
 RadioControlValueAccessor.prototype.ngOnDestroy = function () {
    this._registry.remove(this);
};

/**
 * @description
 * Sets the "checked" property value on the radio input element.
 */
 RadioControlValueAccessor.prototype.writeValue = function (value) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
};

/**
 * @description
 * Registers a function called when the control value changes.
 */
 RadioControlValueAccessor.prototype.registerOnChange = function (fn) {
    var _this = this;
    this._fn = fn;
    this.onChange = function () {
        fn(this.value);
        _this._registry.select(_this);
    };
};

/**
 * @description
 * Registers a function called when the control is touched.
 */
 RadioControlValueAccessor.prototype.registerOnTouched = function (fn) {
    this.onTouched = fn;
};

/**
 * Sets the "disabled" property on the input element.
 */
 RadioControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
};

RadioControlValueAccessor.prototype._checkName = function () {
    if (this.name && this.formControlName && this.name !== this.formControlName) {
        this._throwNameError();
    }
    if (!this.name && this.formControlName)
        this.name = this.formControlName;
};

RadioControlValueAccessor.prototype._throwNameError = function () {
    throw new Error("If you define both a name and a formControlName attribute on your radio button, their values must match. Ex: <input type="radio" formControlName="food" name="food">");
};
called when a change or input event occurs on the input.

```javascript
function (_) { };
/**
 * The registered callback function called when a blur event occurs on the input.
 */
this.onChange = function (value) { fn(value == '' ? null : parseFloat(value)); };
/**
 * Registers a function called when the control is touched.
 */
this.onTouched = function (fn) {
    this.onChange = function (value) { fn(value == '' ? null : parseFloat(value)); };
}
/**
 * Sets the "disabled" property on the range input.
 */
this.setDisabledState = function (isDisabled) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
};
```

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FormGroup instance. Please pass one in. Example:

```typescript
FormGroup(formGroupName); // ReactiveErrors.groupParentException = function () {
  throw new Error('formGroupName must be used with a parent formGroup directive. You’ll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class). Example:

FormGroup(formGroupName); // ReactiveErrors.arrayParentException = function () {
  throw new Error('formArrayName must be used with a parent formGroup directive. You’ll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class). Example:

FormGroup(formArrayName); // ReactiveErrors.disabledAttrWarning = function () {
  console.warn("It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true when you set up this control in your component class, the disabled attribute will actually be set in the DOM for you. We recommend using this approach to avoid 'changed after checked' errors. Example:

form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
```

```
ReactiveErrors.ngModelWarning = function (directiveName) {
  console.warn("It looks like you're using ngModel on the same form field as " + directiveName + ". Support for using the ngModel input property and ngModelChange event with a reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7. For more information on this, see our API docs here: https://angular.io/api/forms/" + (directiveName === 'formControl' ? 'FormControlDirective' : 'FormControlName') + "#use-with-ngmodel\n  
  ```
```
SelectControlValueAccessor = /** @class */ (function () {
        function SelectControlValueAccessor(_renderer, _elementRef) {
            this._renderer = _renderer;
            this._elementRef = _elementRef;
            /** @internal */
            this._optionMap = new Map();
            /** @internal */
            this._idCounter = 0;
            /** */
            this.onChange = function (_) { };
            /** */
            this.onTouched = function () { };
            this._compareWith = core.looseIdentical;
        }
        Object.defineProperty(SelectControlValueAccessor.prototype, "compareWith", {
            /** */
            @description
            * Tracks the option comparison algorithm for tracking identities when checking
            * for changes.
            */
            set: function (fn) {
                if (typeof fn !== 'function') {
                    throw new Error("compareWith must be a function, but received " + JSON.stringify(fn));
                }
                this._compareWith = fn;
            },
            enumerable: true,
            configurable: true
        });
        /** */
        SelectControlValueAccessor.prototype.writeValue = function (value) {
            this.value = value;
            var id = this._getOptionId(value);
            if (id == null) {
                this._renderer.setProperty(this._elementRef.nativeElement, 'selectedIndex', -1);
            }
            var valueString = _buildValueString(id, value);
            this._renderer.setProperty(this._elementRef.nativeElement, 'value', valueString);
        };
        /** */
        SelectControlValueAccessor.prototype.registerOnChange = function (fn) {
            var _this = this;
            this.onChange = function (valueString) {
                _this.value = _this._getOptionValue(valueString);
                fn(_this.value);
            };
        };
        /** */
        SelectControlValueAccessor.prototype.registerOnTouched = function (fn) {
            this.onTouched = fn;
        };
        /** */
        SelectControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
            this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
        };
        /** */
        SelectControlValueAccessor.prototype._registerOption = function () { return (this._idCounter++).toString(); };
        /** */
        SelectControlValueAccessor.prototype._getOptionId = function (value) {
            var e_1, _a;
            try {
                for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next(); !_c.done; _c = _b.next()) {
                    var id = _c.value;
                    if (this._compareWith(this._optionMap.get(id), value))
                        return id;
                }
            }
            catch (e_1_1) { e_1 = { error: e_1_1 }; }
            finally {
                try {
                    if (_c && !_c.done && _a = _b.return) _a.call(_b);
                }
                finally { if (e_1) throw e_1.error; }
            }
            return null;
        };
        /** */
        SelectControlValueAccessor.prototype._getOptionValue = function (valueString) {
            var id = _extractId(valueString);
            return this._optionMap.has(id) ? this._optionMap.get(id) : valueString;
        };
        /** */
        __decorate([core.Input(), __metadata("design:type", Function), __metadata("design:paramtypes", [Function])], SelectControlValueAccessor.prototype, "compareWith", null);
        SelectControlValueAccessor = __decorate([core.Directive({
            selector: 'select:not([multiple])[formControlName],select:not([multiple])[formControl],select:not([multiple])[ngModel],
            host: { 'change': 'onChange($event.target.value)', 'blur': 'onTouched()', }
        }), core.IOResolve([core.Renderer2, core.ElementRef]), SelectControlValueAccessor, null], core.IOResolve([core.Renderer2, core.ElementRef]), SelectControlValueAccessor);
        return SelectControlValueAccessor;
    }());

/** */
SelectControlValueAccessor.prototype.writeValue = function (value) {
            this.value = value;
            var id = this._getOptionId(value);
            if (id == null) {
                this._renderer.setProperty(this._elementRef.nativeElement, 'selectedIndex', -1);
            }
            var valueString = _buildValueString(id, value);
            this._renderer.setProperty(this._elementRef.nativeElement, 'value', valueString);
        };
        /** */
        SelectControlValueAccessor.prototype.registerOnChange = function (fn) {
            var _this = this;
            this.onChange = function (valueString) {
                _this.value = _this._getOptionValue(valueString);
                fn(_this.value);
            };
        };
        /** */
        SelectControlValueAccessor.prototype.registerOnTouched = function (fn) {
            this.onTouched = fn;
        };
        /** */
        SelectControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
            this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
        };
        /** */
        SelectControlValueAccessor.prototype._registerOption = function () { return (this._idCounter++).toString(); };
        /** */
        SelectControlValueAccessor.prototype._getOptionId = function (value) {
            var e_1, _a;
            try {
                for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next(); !_c.done; _c = _b.next()) {
                    var id = _c.value;
                    if (this._compareWith(this._optionMap.get(id), value))
                        return id;
                }
            }
            catch (e_1_1) { e_1 = { error: e_1_1 }; }
            finally {
                try {
                    if (_c && !_c.done && _a = _b.return) _a.call(_b);
                }
                finally { if (e_1) throw e_1.error; }
            }
            return null;
        };
        /** */
        SelectControlValueAccessor.prototype._getOptionValue = function (valueString) {
            var id = _extractId(valueString);
            return this._optionMap.has(id) ? this._optionMap.get(id) : valueString;
        };
        __decorate([core.Input(), __metadata("design:type", Function), __metadata("design:paramtypes", [Function])], SelectControlValueAccessor.prototype, "compareWith", null);
        SelectControlValueAccessor = __decorate([core.Directive({
            selector: 'select:not([multiple])[formControlName],select:not([multiple])[formControl],select:not([multiple])[ngModel],
            host: { 'change': 'onChange($event.target.value)', 'blur': 'onTouched()', }
        }), core.IOResolve([core.Renderer2, core.ElementRef]), SelectControlValueAccessor, null], core.IOResolve([core.Renderer2, core.ElementRef]), SelectControlValueAccessor);
        return SelectControlValueAccessor;
NgSelectOption(_element, _renderer, _select) {
    this._element = _element;
    this._renderer = _renderer;
    this._select = _select;
    if (this._select)
        this.id = this._select._registerOption();
    Object.defineProperty(NgSelectOption.prototype, \"ngValue\", {
        /**
         * @description
         * Tracks the value bound to the option element. Unlike the value binding,
         * ngValue supports binding to objects.
         * set: function (value) { if (this._select == null) return; } object
         * enumerable: true, configurable: true
         */
        get: function () {
            var value = this._select._optionMap.get(this.id);
            if (value)
                value = _buildValueString(this.id, value);
            else
                return null;
            return value;
        },
        set: function (value) {
            if (this._select)
                this._setElementValue(_buildValueString(this.id, value));
            this._select.writeValue(this._select.value);
        },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(NgSelectOption.prototype, \"value\", {
        /**
         * @description
         * Tracks simple string values bound to the option element.
         * For objects, use the \'ngValue\' input binding.
         * set: function (value) { if (this._select) this._setElementValue(value); }
         * enumerable: true, configurable: true
         */
        get: function () {
            var value = this._select._optionMap.get(this.id);
            if (value)
                value = _buildValueString(this.id, value);
            else
                return null;
            return value;
        },
        set: function (value) {
            if (this._select)
                this._setElementValue(value);
            this._select.writeValue(this._select.value);
        },
        enumerable: true,
        configurable: true
    });
}
/** @internal */
NgSelectOption.prototype.ngOnDestroy = function () {
    if (this._select)
        this._select.writeValue(this._select.value);
}
/

SelectMultipleControlValueAccessor = __decorate(
    [
        core.Directive({ selector: \'option\' }),
        __param(2, core.Optional()),
        __param(2, core.Host()),
        __metadata(\"design:parameters\", [core.ElementRef, core.Renderer2,
            SelectControlValueAccessor]),
        NgSelectOption
    ],
    function (_renderer, _elementRef) {
        this._renderer = _renderer;
        this._elementRef = _elementRef;
        this.onChange = function (_params)
            return _params
    }());

/**
 * The \'ControlValueAccessor\' for writing multi-select control values and listening to multi-select
 * changes. The value accessor is used by the \'FormControlDirective\', \'FormControlName\', and \'NgModel\'
 * directives.
 * * * @see \SelectControlValueAccessor
 * * * @usageNotes
 * * * ### Using a multi-select control
 * * * The following example shows you how to use a multi-select control with a reactive form.
 * * * * * * ts
 * * * const countryControl = new FormControl();
 * * * * * =>
 * * * * * * * SelectMultipleControlValueAccessor
 * * * * * * * ReactiveFormsModule
 * * * * * * * * * @publicApi
 * * * var SelectMultipleControlValueAccessor = __class__(
 * * * function () {
 * * * return SelectMultipleControlValueAccessor; })();
 * * * */

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```typescript
NgSelectMultipleOption = /** @class */ (function () {
    function NgSelectMultipleOption(_element, _renderer, _select) {
        this._element = _element;
        this._renderer = _renderer;
        this._select = _select;
        if (this._select) {
            this.id = this._select._registerOption(this);
        }
    }

    Object.defineProperty(NgSelectMultipleOption.prototype, "ngValue", {
        /**
         * @description
         * Tracks the value bound to the option element. Unlike the value binding,
         * ngValue supports binding to objects.
         */
        set: function (value) {
            if (this._select == null)
                return;
            this._value = value;
            this._setElementValue(_buildValueString$1(this.id, value));
            this._select.writeValue(this._select.value);
        },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(NgSelectMultipleOption.prototype, "value", {
        /**
         * @description
         * Tracks simple string values bound to the option element.
         * For objects, use the `ngValue` input binding.
         */
        set: function (value) {
            if (this._select) {
                this._value = value;
                this._setElementValue(_buildValueString$1(this.id, value));
                this._select.writeValue(this._select.value);
            } else {
                this._setElementValue(value);
            }
        },
        enumerable: true,
        configurable: true
    });
    /** @internal */
    NgSelectMultipleOption.prototype._setElementValue = function (value) {
        this._renderer.setProperty(this._element.nativeElement, 'value', value);
    };
    /** @internal */
    NgSelectMultipleOption.prototype._setSelected = function (selected) {
        this._renderer.setProperty(this._element.nativeElement, 'selected', selected);
    };
    /**
     * Lifecycle method called before the directive's instance is destroyed. For internal use only.
     */
    NgSelectMultipleOption.prototype.ngOnDestroy = function () {
        if (this._select) {
            this._select._optionMap.delete(this.id);
            this._select.writeValue(this._select.value);
        }
    };

    __decorate(
        [core.Input('ngValue'),
        __metadata("design:type", Object),
        __metadata("design:paramtypes", [Object])
    ], NgSelectMultipleOption.prototype, "ngValue", null);
    __decorate(
        [core.Input('value'),
        __metadata("design:type", Object),
        __metadata("design:paramtypes", [Object])
    ], NgSelectMultipleOption.prototype, "value", null);
    NgSelectMultipleOption = __decorate(
        [core.Directive({ selector: 'option' }),
        __param(2, core.Optional()), __param(2, core.Host()),
        __metadata("design:paramtypes", [core.ElementRef,
            core.Renderer2, SelectMultipleControlValueAccessor])
    ], NgSelectMultipleOption);
    return NgSelectMultipleOption;
});
```

dir.valueAccessor.registerOnChange(function () { return _noControlError(dir); });

dir.valueAccessor.registerOnTouched(function () { return _noControlError(dir); });

dir._rawValidators.forEach(function (validator) {
    if (validator.registerOnValidatorChange) {
        validator.registerOnValidatorChange(null);
    }
});

validator.registerOnValidatorChange(null);

dir._rawAsyncValidators.forEach(function (validator) {
    if (validator.registerOnValidatorChange) {
        validator.registerOnValidatorChange(null);
    }
});

if (control)
    control._clearChangeFns();

function setUpViewChangePipeline(control, dir) {
    dir.valueAccessor.registerOnChange(function (newValue) {
        control._pendingValue = newValue;
        control._pendingChange = true;
        control._pendingDirty = true;
        if (control.updateOn === 'change')
            updateControl(control, dir);
        else if (control.updateOn !== 'submit')
            control.markAsTouched();
        if (control.updateOn !== 'submit')
            control.markAsDirty();
    });
}

function setUpBlurPipeline(control, dir) {
    dir.valueAccessor.registerOnTouched(function () {
        control._pendingTouched = true;
        if (control.updateOn === 'blur' && control._pendingChange)
            updateControl(control, dir);
        if (control.updateOn !== 'submit')
            control.markAsTouched();
    });
}

function updateControl(control, dir) {
    if (control._pendingDirty)
        control.markAsDirty();
    control.setValue(control._pendingValue, { emitModelToViewChange: false });
    dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
}

function setUpModelChangePipeline(control, dir) {
    control.registerOnChange(function (newValue, emitModelEvent) {
        // control -> view
        dir.valueAccessor.writeValue(newValue);
        // control -> ngModel
        if (emitModelEvent)
            dir.viewToModelUpdate(newValue);
    });
}

function setUpFormContainer(control, dir) {
    if (control == null)
        _throwError(dir, 'Cannot find control with');
    control.validator = Validators.compose([control.validator, dir.validator]);
    control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);
}

function _noControlError(dir) {
    return _throwError(dir, 'There is no FormControl instance attached to form control element with');
}

function _throwError(dir, message) {
    var messageEnd;
    if (dir.path.length > 1) {
        messageEnd = "path: '" + dir.path.join(' -> ') + "'";
    }
    else if (dir.path[0]) {
        messageEnd = "name: '" + dir.path + "'";
    }
    else {
        messageEnd = 'unspecified name attribute';
    }
    throw new Error(message + " " + messageEnd);
}

function composeValidators(validators) {
    return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;
}

function composeAsyncValidators(validators) {
    return validators != null ? Validators.composeAsync(validators.map(normalizeAsyncValidator)) : null;
}

function isPropertyUpdated(changes, viewModel) {
    if (!changes.hasOwnProperty('model'))
        return false;
    var change = changes['model'];
    if (change.isFirstChange())
        return true;
    return !core.looseIdentical(viewModel, change.currentValue);
}

var BUILTIN_ACCESSORS = [
    CheckboxControlValueAccessor,
    RangeValueAccessor,
    NumberValueAccessor,
    SelectControlValueAccessor,
    SelectMultipleControlValueAccessor,
    RadioControlValueAccessor,
];

function isBuiltInAccessor(valueAccessor) {
    return BUILTIN_ACCESSORS.some(function (a) {
        return valueAccessor.constructor === a; });
}

function syncPendingControls(form, directives) {
    form._syncPendingControls();
    directives.forEach(function (dir) {
        var control = dir.control;
        if (control.updateOn === 'submit' && control._pendingChange)
            dir.viewToModelUpdate(control._pendingValue);
            control._pendingChange = false;
    });
}

function selectValueAccessor(dir, valueAccessors) {
    if (!valueAccessors)
        return null;
    if (!Array.isArray(valueAccessors))
        _throwError(dir, 'Value accessor was not provided as an array for form control with');
    var defaultAccessor = undefined;
    var builtinAccessor = undefined;
    var customAccessor = undefined;
    valueAccessors.forEach(function (v) {
        if (v.constructor === DefaultValueAccessor) {
            defaultAccessor = v;
        } else if (isBuiltInAccessor(v)) {
            if (builtinAccessor)
                _throwError(dir, 'More than one built-in value accessor matches form control with');
            builtinAccessor = v;
        } else {
            if (customAccessor)
                _throwError(dir, 'More than one custom value accessor matches form control with');
            customAccessor = v;
        }
    });
}
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function _ngModelWarning(name, type, instance, warningConfig) {
    if (!instance._ngModelWarningSentOnce) {
        ReactiveErrors.ngModelWarning(name);
    }
}

function _find(control, path, delimiter) {
    if (path == null)
        return null;
    // Not using Array.reduce here due to a Chrome 80 bug
    // https://bugs.chromium.org/p/chromium/issues/detail?id=1049982
    var controlToFind = control;
    if (!Array.isArray(path)) {
        path = path.split(delimiter);
    }
    if (Array.isArray(path) && path.length === 0)
        return null;
    // TODO(kara): remove after deprecation period
    function _ngModelWarning(name, type, instance, warningConfig) {
        if (!core.isDevMode() || warningConfig === 'never')
            return;
        if (((warningConfig === null ||
            warningConfig === 'once') && !type._ngModelWarningSentOnce) ||
            (warningConfig === 'always' &&
                !instance._ngModelWarningSent))
            ReactiveErrors.ngModelWarning(name);
    }
    type._ngModelWarningSentOnce = true;
    instance._ngModelWarningSent = true;
}

!instance._ngModelWarningSent)) {
    ReactiveErrors.ngModelWarning(name);
}

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*
true._onDisabledChange = [];}]*
 */ **
 @returns True if the control has passed all of its validation tests.*/
 */ **
 * A control is `disabled` when its `status` is `DISABLED`.
 */ **
 * False otherwise.*/
 */ **
 * Returns true if this control is in the process of conducting a validation check.*/
 */ **
 * A control is `dirty` if the user has changed the value of this control in the UI; compare `pristine`.
 */
 */ **
 * Reports the update strategy of the `AbstractControl` (meaning the event on which the control updates itself).*/
 */ **
 * Sets the asynchronous validators that are active on this control. Calling this function overwrites any existing async validators.
 */ **
 * When you add or remove a validator at run time, you must call these methods for the new validation to take effect.*/
 */ **
 * Sets the async validators that are active on this control. Calling this function overwrites any existing async validators.
 */ **
 * Empties out the sync control. Calling this function overwrites any existing async validators.
 */ **
 * Returns true if the control has failed one or more of its validation checks.
 */ **
 * Sets the synchronous validators that are active on this control.*/
 */ **
 * Enables or disables the `AbstractControl`.*/
 */ **
 * The parent control.*/
 */ **
 * A control is `valid` when its `status` is `VALID`.
 */ **
 * False otherwise.*/
 */ **
 * A control is `invalid` when its `status` is `INVALID`.
 */ **
 * False otherwise.*/
 */ **
 * @returns true if the control is enabled, false otherwise.*/
 */ **
 * A control is `pending` when its `status` is `PENDING`.
 */ **
 * False otherwise.*/
 */ **
 * A control is `touched` once the user has triggered a `blur` event on it.*/
 */ **
 * A control is marked `touched` once the user has triggered a `blur` event on it.*/
 */ **
 * @returns true if the control is enabled, false otherwise.*/
 */ **
 * A control is `enabled` as long as its `status` is not `DISABLED`.
 */ **
 * A control is `invalid` when its `status` is `INVALID`.
 */ **
 * A control is `dirty` if the user has changed the value of this control in the UI; compare `pristine`.
 */ **
 * A control is `pending` when its `status` is `PENDING`.
 */ **
 * A control is `invalid` when its `status` is `INVALID`.
 */ **
 * A control is `touched` once the user has triggered a `blur` event on it.*/
 */ **
 * A control is marked `touched` once the user has triggered a `blur` event on it.
 */ **
 * The parent control.*/
 */ **
 * A control is `valid` when its `status` is `VALID`.
 */ **
 * A control is `invalid` when its `status` is `INVALID`.
 */ **
 * A control is `disabled` when its `status` is `DISABLED`.
 */ **
 * A control is `dirty` if the user has changed the value of this control in the UI; compare `pristine`.
 */ **
 * A control is `dirty` if the user has changed the value of this control in the UI; compare `pristine`.
 */ **
 * A control is marked `touched` once the user has triggered a `blur` event on it.
 */ **
 * A control is `valid` when its `status` is `VALID`.
 */ **
 * @returns true if the control is enabled, false otherwise.*/
 */ **
 * A control is `enabled` as long as its `status` is not `DISABLED`.
 */ **
 * @returns true if the control is in the process of conducting a validation check.*/
 */ **
 * A control is `invalid` when its `status` is `INVALID`.
 */ **
 * @returns true if the control is marked as `touched`.
 */ **
 * A control is marked `touched` once the user has triggered a `blur` event on it.
 */ **
 * The parent control.*/
 */ **
 * A control is `valid` when its `status` is `VALID`.
 */ **
 * A control is `disabled` when its `status` is `DISABLED`.
 */ **
 * A control is `invalid` when its `status` is `INVALID`.
 */ **
 * A control is `dirty` if the user has changed the value of this control in the UI; compare `pristine`.
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 */ **
 * A control is `dirty` if the user has changed the value of this control in the UI; compare `pristine`.
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When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.

* `emitEvent`:
  * propagates changes and emits events after marking is applied.
  * `onlySelf`:
    * When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.

* `markAsUntouched()`
  * marks the control as `untouched`. A control is `untouched` while the control performs async validation.
  * If the control has any children, also marks all children as `untouched` and recalculates the `touched` status of all parent controls.
  * `markAsUntouched({ onlySelf: true });` marks all direct ancestors. Default is false.

* `markAsTouched()`
  * marks the control as `touched`. A control becomes `touched` when its value is changed through the UI; compare `markAsDirty`.
  * If the control has any children, marks all children as `touched`, and recalculates the `pristine` status of all parent controls.
  * `markAsTouched({ onlySelf: true });` marks the control as `touched`. A control is `touched` by focus and blur events that do not change the value.

* `markAsDirty()`
  * marks the control as `dirty`. A control becomes `dirty` when its value is changed through the UI; compare `markAsTouched`.
  * If the control has any children, marks all children as `dirty`, and recalculates the `pristine` status of all parent controls.

* `markAsPristine()`
  * marks the control as `pristine`. A control is `pristine` while the control performs validation.
  * If the control has any children, marks all children as `pristine`, and recalculates the `touched` status of all parent controls.

* `markAllAsTouched()`
  * marks the control and all its descendant controls as `touched`.
  * If the control has any children, also marks all children as `touched`, and recalculates the `touched` status of all parent controls.

* `markAllAsUntouched()`
  * marks the control and all its descendant controls as `untouched`.
  * If the control has any children, also marks all children as `untouched`, and recalculates the `touched` status of all parent controls.

* `markAllAsDirty()`
  * marks the control and all its descendant controls as `dirty`.
  * If the control has any children, also marks all children as `dirty`, and recalculates the `pristine` status of all parent controls.
AbstractControl.prototype.markAsPending = function (opts) {
    @param opts Configuration options that determine how the control propagates changes and emits events
    * after the control is marked as untouchable.
    *
    * `markedAsUntouchable`: When true, mark only this control. When false or not supplied,
    * marks all direct ancestors. Default is false.
    *
    * `skipPristineCheck`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `markAsUntouchable`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateAllAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `skipPristineCheck`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `markAsUntouchable`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateAllAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
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    * `skipPristineCheck`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
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    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
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    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
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    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
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    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
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    * `updateAllAncestors`: When true or not supplied (the default), marks all direct ancestors.
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    *
    * `skipPristineCheck`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `markAsUntouchable`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateAllAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `skipPristineCheck`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `markAsUntouchable`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateAllAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
    *
    * `skipPristineCheck`: When true or not supplied (the default), both the `statusChanges` and
    * `valueChanges` observables emit events with the latest status and value when the control is marked as untouchable.
    * When false, no events are emitted.
    *
    * `updateDirectAncestors`: When true or not supplied (the default), marks all direct ancestors.
    * When false or not supplied, update all direct ancestors. Default is false.
### Retrieve a nested control

For example, to get a `name` control nested within a `person` sub-

```javascript
this.form.get(['person', 'name']);
```

-OR-

```javascript
this.form.get('person.name');
```

### Manually set the errors for a control

```javascript
this.setErrors(errors, { emitEvent: emitEvent });
```

Calling `setErrors` also updates the validity of the parent control.

```javascript
const login = new FormControl('someLogin');
login.setErrors({
  notUnique: true
});
```

Calling `setErrors` also updates the validity of the parent control.

```javascript
login.setValue('someOtherLogin');
expect(login.valid).toEqual(true);
expect(login.errors).toEqual({ notUnique: true });
```

Calling `setErrors` also updates the validity of the parent control.

```javascript
const login = new FormControl('someLogin');
login.setErrors({
  notUnique: true
});
```

### Retrieve a nested control

For example, to get a `name` control nested within a `person` sub-

```javascript
this.form.get('person.name');
```

-OR-

```javascript
this.form.get(['person', 'name']);
```

### Retrieve a nested control

For example, to get a `name` control nested within a `person` sub-

```javascript
this.form.get('person.name');
```

-OR-

```javascript
this.form.get(['person', 'name']);
```
given error is present in the control at the given path.

```
* If the control is not present, false is returned.
* AbstractControl.prototype.hasError = function (errorCode, path) {
  return !!this.getError(errorCode, path);
};
```

Object.defineProperty(AbstractControl.prototype, "root", {
  * Retrieves the top-level ancestor of this control.
  
  ```
  x = this;
  while (x._parent) {
    x = x._parent;
  }
  return x;
  ```

  enumerable: true,
  configurable: true
});

```
@internal
AbstractControl.prototype._updateControlsErrors = function (emitEvent) {
  this.status = this._calculateStatus();
  if (emitEvent) {
    this.statusChanges.emit(this.status);
  }
}
```

```
/**
 * Retrieves the top-level ancestor of this control.
 */
AbstractControl.prototype.prototype._initObservables = function () {
  this.valueChanges = new core.EventEmitter();
  this.statusChanges = new core.EventEmitter();
}
```

```
AbstractControl.prototype._calculateStatus = function () {
  if (this._allControlsDisabled())
    return DISABLED;
  if (this.errors)
    return INVALID;
  if (this._anyControlsHaveStatus(PENDING))
    return PENDING;
  if (this._anyControlsHaveStatus(INVALID))
    return INVALID;
  return VALID;
}
```

```
@internal
AbstractControl.prototype._anyControlsHaveStatus = function (status) {
  return this._anyControls(function (control) { return control.status === status; });
}
```

```
@internal
AbstractControl.prototype._updateTouched = function (opts) {
  if (opts === void 0) {
    opts = {}; }
  this.touched = this._anyControlsTouched();
  if (this._parent && !opts.onlySelf) {
    this._parent._updateTouched(opts);
  }
}
```

```
@internal
AbstractControl.prototype._isBoxedValue = function (formState) {
  return typeof formState === 'object' && formState !== null &&
      Object.keys(formState).length === 2 && 'value' in formState && 'disabled' in formState;
}
```

```
@internal
AbstractControl.prototype._registerOnCollectionChange = function (fn) { this._onCollectionChange = fn; }
```

```
@internal
AbstractControl.prototype._setUpdateStrategy = function (opts) {
  if (isOptionsObj(opts) &&
      opts.updateOn != null) {
    this._updateOn = opts.updateOn;
  }
}
```

```
* Check to see if parent has been marked artificially dirty.
* @internal
AbstractControl.prototype._parentMarkedDirty = function (onlySelf) {
  var parentDirty = this._parent &&
      this._parent.dirty;
  return !onlySelf && parentDirty && !this._parent._anyControlsDirty();
}
```

```typescript
* This is one of the three fundamental building blocks of Angular forms, along with
* `FormGroup` and `FormArray`. It extends the `AbstractControl` class that
* implements most of the base functionality for accessing the value, validation status,
* user interactions and events.
* @see [Reactive Forms Guide](guide/reactive-forms)
* @see [Usage Notes](#usage-notes)
* ```
* * Initializing Form Controls
* * Instantiate a `FormControl`, with an initial value.
* * "\w+\" \w+ * const control = new FormControl("some value");
* * console.log(control.value); // 'some value'
* * The following example initializes the control with a form state object. The
* * value and `disabled` keys are required in this case.
* * "\w+\" * "\w+ * const control = new FormControl({ value: 'n/a',
* * console.log(control.value); // 'n/a'
* * console.log(control.status); // 'DISABLED'
* * "\w+\" * "\w+ * The following example initializes the control
```
following example initializes the control using an options object.
```ts
*\n  * const control = new FormControl('', {
  * validators: [Validators.required, ]
  * asyncValidators: [myAsyncValidator or * ]
  * });
*\n  * Configure the control to update on a blur event:
```
```ts
*\n  * const control = new FormControl('', { updateOn: 'blur' });
*\n  * Configure the control to update on a submit event:
```
```ts
*\n  * const control = new FormControl('', { updateOn: 'submit' });
```
```ts
*\n  * Reset the control back to an initial value:
```
```ts
*\n  * You reset to a specific form state by passing through a standalone value or a form state object that contains both a value and a disabled state:
```
```ts
*\n  * (these are the only two properties that cannot be calculated):
```
```ts
*\n  * or an object that defines the initial value and disabled state:
```
```ts
*\n  * * or an object that defines the initial value and disabled state.
```
Configuration options that determine how the control propagates changes and emits events after the value changes. * **`onlySelf`: When true, each change only affects this control, and not its parent. Default is false. * **`emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset. When false, no events are emitted. * FormControl.prototype.reset = function (formState, options) { if (formState === void 0) { formState = null; } if (options === void 0) { options = {}; } this._applyFormState(formState); } this.markAsUntouched(options); this.setValue(this.value, options); this._pendingChange = false; */

/**
 * FormControl.prototype._updateValue = function () { return true; }

```
```

* `this._isBoxedValue(formState)`

*`this._onChange`.push(fn); };

* `this._pendingDirty`?

* `this._onChange` = [];

* `this._onDisabledChange` = [];

* `this._clearChangeFns` = function () {

* `this._allControlsDisabled` = function () { return false; }

* `this._anyControls` = function (condition) { return false; }

* `this._updateValue` = function () { return true; }

```
```

* `this.setValue(this._pendingValue,

* `this._pendingTouched`?

* `this.markAsTouched();

* `this.setValues(this._pendingValue,

* `this.value = null;

* `this._onChange` = function () {

* `this._onDisabledChange` = function (fn) {

* `this._clearChangeFns` = function () {

* `this._allControlsDisabled` = function () { return false; }

* `this._anyControls` = function (condition) { return false; }

* `this._updateValue` = function () { return true; }

```
```

* `this.setValue(this._pendingValue,

* `this.value = null;

* `this._onChange` = function () {

* `this._onDisabledChange` = function (fn) {

* `this._clearChangeFns` = function () {

* `this._allControlsDisabled` = function () { return false; }

* `this._anyControls` = function (condition) { return false; }

* `this._updateValue` = function () { return true; }

```
```
The options object is used to set a default value for each child control. A collection of child controls. The key for each child is the name of the control. Under which it is registered.

```ts
@publicApi

```
configuration options are passed to the `updateValueAndValidity` method.

```javascript
FormGroup.prototype.updateValueAndValidity = function (value, options) {
  var this = this;
  if (options === void 0) {
    options = {};
  }
  this._checkAllValuesPresent(value);
  Object.keys(value).forEach(function (name) {
    if (_this.controls[name]) {
      _this.controls[name].updateValueAndValidity(value[name], { onlySelf: true, emitEvent: options.emitEvent });
    }
  });
  this.updateValueAndValidity(options);
};
```

* `updateValueAndValidity` method.

```javascript
FormGroup.prototype.patchValue = function (value, options) {
  var this = this;
  if (options === void 0) {
    options = {};
  }
  this._checkAllValuesPresent(value);
  Object.keys(value).forEach(function (name) {
    if (_this.controls[name]) {
      _this.controls[name].patchValue(value[name], { onlySelf: true, emitEvent: options.emitEvent });
    }
  });
  this.updateValueAndValidity(options);
};
```

* `patchValue` method.

```javascript
FormGroup.prototype.setValue = function (value, options) {
  var this = this;
  if (options === void 0) {
    options = {};
  }
  this._checkAllValuesPresent(value);
  Object.keys(value).forEach(function (name) {
    if (_this.controls[name]) {
      _this.controls[name].setValue(value[name], { onlySelf: true, emitEvent: options.emitEvent });
    }
  });
  this.updateValueAndValidity(options);
};
```

* `setValue` method.

```javascript
FormGroup.prototype.reset = function (value, options) {
  var this = this;
  if (value === void 0) { value = {};
  }
  if (options === void 0) { options = {};
  }
  Object.keys(value).forEach(function (name) {
    if (_this.controls[name]) {
      _this.controls[name].setValue(value[name], { onlySelf: true, emitEvent: options.emitEvent });
    }
  });
  this.updateValueAndValidity(options);
};
```

* `reset` function.
You include array-level validators and async validators. These come in handy when you want to perform

```console
  arr.status;  // 'VALID'
```

### Create a form array with array-level validators

```javascript
new FormControl('Drew'),
```

```console
  arr.value;   // ['Nancy', 'Drew']
```

`FormControl` and `FormGroup`.

@usageNotes

### Create an array of form controls

`FormArray` is one of the three fundamental building blocks used to define forms in Angular, along with

* `FormControl`, `FormGroup` or `FormArray` instances.

A `FormArray` aggregates the values of each child `FormControl` into an array. It calculates its status by reducing the status values of its children. For example, if one of

* it excludes disabled controls in the `FormArray`.
* The `value` property is the best way to get the value of the group, because

* The aggregate value of the `FormGroup`, including any disabled controls.

* Retrieves all values regardless of disabled status.

* it excludes disabled controls in the `FormGroup`.

FormGroup.prototype.getRawValue = function() {

    return this.reduceChildren(false, function(updated, child) {
        return child._syncPendingControls() ? true : updated;
    });
}

```

There are no form controls registered with this group yet. If you’re using ngModel, you may want to check next tick (e.g. use setTimeout).

### FormArray.prototype._reduceValue

```javascript
value = this._reduceValue();
```

### FormArray.prototype._reduceChildren

```javascript
return this.reduceChildren(false, function(updated, child) {
    return child._syncPendingControls() ? true : updated;
});
```

### FormArray.prototype._reduceChildren

```javascript
return subtreeUpdated;
```

### FormArray.prototype._throwIfControlMissing

```javascript
this._forEachChild(function (name) {
    if (!Object.keys(this.controls).length) {
        throw new Error("There are no form controls registered with this group yet. If you’re using ngModel, you may want to check next tick (e.g. use setTimeout).\n      \n```

### FormArray.prototype._setUpControls

```javascript
FormGroup.prototype._setUpControls = function () {
    var this = this;
```

### FormArray.prototype._forEachChild

```javascript
this._forEachChild = function (cb) {
    var _this = this;
```
validation that considers the value of more than one child
* control.
* The two types of validators are
passed in separately as the second and third arg
respectively, or together as part of an options object.
const arr = new FormArray([new FormControl('Nancy'),
new FormControl('Drew')],
[validators: myValidator, asyncValidators: myAsyncValidator]);

### Set the updateOn property for all controls in a form array
* The options object is used to set a default value for each child
control’s `updateOn` property. If you set `updateOn` to `'blur'` at the array level, all child controls default to `'blur'`, unless the child

* has explicitly specified a different `updateOn` value.

### Adding or removing controls from a form array
* To change the controls in the array, use the `push`, `insert`,
`removeAt` or `clear` methods in the `FormArray` itself. These methods ensure the controls are properly tracked in the form's hierarchy. Do not modify the array of `AbstractControl`s used to instantiate the `FormArray` directly, as that result in strange and unexpected behavior such as broken change detection.

```ts
function FormArray(controls, validatorOrOpts, asyncValidator) {
    var _this = _super.call(this, controls, coerceToValidator(validatorOrOpts),
    coerceToAsyncValidator(asyncValidator));
    return _this;
}
```

* `FormArray` accepts an array that matches
* the structure of the control.

### Set the values for the controls in the form array
* The value of a control.
* `FormArray.prototype.push = function (control) {
    this._registerControl(control);
    this.updateValueAndValidity();
};
```

### Set the updateOn property for all controls in a form array
* The options object is used to set a default value for each child
```ts
* control.
```
FormArray.prototype.reset = function (value, options) {
    if (value === void 0) { value = []; }
    options = options || {};
    value.forEach(function (newValue, index) {
        this.at(index).setValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
    });
}

FormArray.prototype.patchValue = function (value, options) {
    var _this = this;
    this._checkAllValuesPresent(value);
    value.forEach(function (newValue, index) {
        _this.at(index).patchValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
    });
}

FormArray.prototype.setValue = function (value, options) {
    var _this = this;
    if (options === void 0) { options = {}; }
    this._checkAllValuesPresent(value);
    value.forEach(function (newValue, index) {
        if (options.emitEvent) {
            _this.at(index).setValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
        }
    });
    this.updateValueAndValidity(options);
}

FormArray.prototype.set = function (value, options) {
    var _this = this;
    if (value === void 0) { value = []; }
    options = options || {};
    value.forEach(function (newValue, index) {
        _this.at(index).setValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity(options);
}

FormArray.prototype.setEmpty = function (options) {
    options = options || {};
    this._checkAllValueSetsPresent(false);
    this.value.forEach(function (newValue, index) {
        this.at(index).setValue(null, { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity(options);
}

FormArray.prototype.add = function (value, options) {
    var _this = this;
    if (value === void 0) { value = []; }
    options = options || {};
    value.forEach(function (newValue, index) {
        this._throwIfControlMissing(index);
        _this.at(index).setValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity(options);
}

FormArray.prototype.addAndClear = function (value, options) {
    var _this = this;
    if (value === void 0) { value = []; }
    options = options || {};
    value.forEach(function (newValue, index) {
        this._throwIfControlMissing(index);
        _this.at(index).setValue(newValue, { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity(options);
}

FormArray.prototype.removeAt = function (index, options) {
    var _this = this;
    if (options === void 0) { options = {}; }
    this._throwIfControlMissing(index);
    this.at(index).setValue(null, { onlySelf: true, emitEvent: options.emitEvent });
    this.updateValueAndValidity(options);
}

FormArray.prototype.clear = function (options) {
    options = options || {};
    this._checkAllValueSetsPresent(false);
    this.value.forEach(function (newValue, index) {
        this.at(index).setValue(null, { onlySelf: true, emitEvent: options.emitEvent });
    });
    this.updateValueAndValidity(options);
}
As soon as you import the `FormsModule`, this directive becomes active by default on all `<form>` tags.

This directive creates a new `FormGroup` instance and binds it to a form to track aggregate form value and validation status.

```typescript
import { FormGroup, FormControl } from '@angular/forms';

export function loadFormArray(form) {
  // Load value
  form.value = form._values;

  // Update form
  form.updateValueAndValidity();

  // Update controls
  form._setUpControls();
}
```

### Remove all elements from a `FormArray`

```typescript
FormArray.prototype.clear = function () {
  if (this.controls.length < 1)
    return;
  this.form._forEachChild(function (control) { return control.setParent(this); });
  this.form.controls.splice(0);
}
```

### Remove all controls in the `FormArray`

```typescript
FormArray.prototype.removeAllControls = function () {
  if (this.controls.length < 1)
    return;
  this.form._foreachChild(function (control) { return control.setParent(this); });
  this.form.controls.splice(0);
}
```

### Remove all elements one by one

```typescript
FormArray.prototype._removeAt = function (index) {
  if (!this.controls.length)
    return;
  this.form._forEachChild(function (control) { return control.setParent(this); });
  this.form.controls.splice(index, 1);
}
```

### Remove all elements using the `Array.prototype.forEach` method

```typescript
FormArray.prototype.forEachElement = function (cb) {
  this.controls.forEach(function (control) { return cb(control); });
}
```

### Remove all elements one by one

```typescript
FormArray.prototype._forEachElement = function (cb) {
  this.controls.forEach(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.map` method

```typescript
FormArray.prototype._mapAllElements = function (cb) {
  this.controls.map(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.filter` method

```typescript
FormArray.prototype._filterAllElements = function (cb) {
  this.controls.filter(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.reduce` method

```typescript
FormArray.prototype._reduceAllElements = function (cb) {
  this.controls.reduce(function (updated, control) { return cb(control, updated); });
}
```

### Remove all elements using the `Array.prototype.some` method

```typescript
FormArray.prototype._someAllElements = function (cb) {
  this.controls.some(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.every` method

```typescript
FormArray.prototype._allElements = function (cb) {
  this.controls.every(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.forEach` method

```typescript
FormArray.prototype._forEachElement = function (cb) {
  this.controls.forEach(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.map` method

```typescript
FormArray.prototype._mapAllElements = function (cb) {
  this.controls.map(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.filter` method

```typescript
FormArray.prototype._filterAllElements = function (cb) {
  this.controls.filter(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.reduce` method

```typescript
FormArray.prototype._reduceAllElements = function (cb) {
  this.controls.reduce(function (updated, control) { return cb(control, updated); });
}
```

### Remove all elements using the `Array.prototype.some` method

```typescript
FormArray.prototype._someAllElements = function (cb) {
  this.controls.some(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.every` method

```typescript
FormArray.prototype._allElements = function (cb) {
  this.controls.every(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.forEach` method

```typescript
FormArray.prototype._forEachElement = function (cb) {
  this.controls.forEach(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.map` method

```typescript
FormArray.prototype._mapAllElements = function (cb) {
  this.controls.map(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.filter` method

```typescript
FormArray.prototype._filterAllElements = function (cb) {
  this.controls.filter(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.reduce` method

```typescript
FormArray.prototype._reduceAllElements = function (cb) {
  this.controls.reduce(function (updated, control) { return cb(control, updated); });
}
```

### Remove all elements using the `Array.prototype.some` method

```typescript
FormArray.prototype._someAllElements = function (cb) {
  this.controls.some(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.every` method

```typescript
FormArray.prototype._allElements = function (cb) {
  this.controls.every(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.forEach` method

```typescript
FormArray.prototype._forEachElement = function (cb) {
  this.controls.forEach(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.map` method

```typescript
FormArray.prototype._mapAllElements = function (cb) {
  this.controls.map(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.filter` method

```typescript
FormArray.prototype._filterAllElements = function (cb) {
  this.controls.filter(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.reduce` method

```typescript
FormArray.prototype._reduceAllElements = function (cb) {
  this.controls.reduce(function (updated, control) { return cb(control, updated); });
}
```

### Remove all elements using the `Array.prototype.some` method

```typescript
FormArray.prototype._someAllElements = function (cb) {
  this.controls.some(function (control) { return cb(control); });
}
```

### Remove all elements using the `Array.prototype.every` method

```typescript
FormArray.prototype._allElements = function (cb) {
  this.controls.every(function (control) { return cb(control); });
}
```
You don't need to add a special selector. * You optionally export the directive into a local template variable using `ngForm` as the key. * (ex: `#myForm="ngForm"`). This is optional, but useful. Many properties from the underlying `FormGroup` instance are duplicated on the directive itself, so a reference to it * gives you access to the aggregate value and validity status of the form, as well as user interaction properties like `dirty` and `touched`. * To register child controls with the form, use `NgModel` with a `name` attribute. You may use `NgModelGroup` to create sub-groups within the form. * If necessary, listen to the directive's `ngSubmit` event to be notified when the user has triggered a form submission. The `ngSubmit` event emits the original form submission event. * In template driven forms, all `<form>` tags are automatically tagged as `NgForm` * To import the `FormsModule` but skip its usage in some forms, for example, to use native HTML5 validation, add the `ngNoForm` and the `<form>` tags won't create an `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tags are inert. In that case, you wouldn't refrain from using the `formGroup` directive. * If you want to explicitly enable native DOM validation UI with Angular's forms validation, you can add the `ngNativeValidate` attribute to the `<form>` element. * When using `NgModel` in template driven forms, all `<form>` tags are automatically tagged as `NgForm`. * To import the `FormsModule` but skip its usage in some forms, for example, to use native HTML5 validation, add the `ngNoForm` and the `<form>` tags won't create an `NgForm` directive. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tags are inert. In that case, you wouldn't refrain from using the `formGroup` directive.
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* A base class for code shared between the `NgModelGroup` and `FormGroupName` directives.

* @publicApi

* var AbstractFormGroupDirective = /** @class */ (function (_super) {
  _extends(AbstractFormGroupDirective, _super);
  function AbstractFormGroupDirective() {
    return _super !== null && _super.apply(this, arguments) || this;
  }
  /**
   * The `FormGroup` bound to this directive.
   */
  get: function () { return this.formDirective.getFormGroup(this); },
  enumerable: true,
  configurable: true
  get: function () { return composeValidators(this._validators); },
  enumerable: true,
  configurable: true
  @description
  * The synchronous validators registered with this group.
  */
  get: function () { return composeAsyncValidators(this._asyncValidators); },
  enumerable: true,
  configurable: true
  /** @internal */
  _checkParentType = function () { };
  return AbstractFormGroupDirective;
});

/**
 * @license
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 *
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 */
var TemplateDrivenErrors = /** @class */ (function () {
  function TemplateDrivenErrors() {
  }
  TemplateDrivenErrors.modelParentException = function () {
    throw new Error("\n      ngModel cannot be used to register form controls with a parent formGroup directive.  Try using formControlName instead.  Example:\n\n      " + FormErrorExamples.formControlName + "\n\n      Or, if you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:('\n\nExample: '\n\n    + FormErrorExamples.ngModelWithFormGroup));
  };
  TemplateDrivenErrors.formGroupNameException = function () {
    throw new Error("\n      ngModel cannot be used to register form controls with a parent formGroupName or formArrayName directive.\n\n      Option 1: Use formControlName instead of ngModel (reactive strategy):\n\n      " + FormErrorExamples.formGroupName + "\n\n      Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):\n\n      " + FormErrorExamples.ngModelGroup);
  };
  TemplateDrivenErrors.missingNameException = function () { throw new Error("If ngModel is used within a form tag, either the name attribute must be set or the form\n      control must be defined as 'standalone' in ngModelOptions:('n\nExample: ('n\n    + FormErrorExamples.ngModelWithFormGroup));
  };
  TemplateDrivenErrors.modelGroupParentException = function () { throw new Error("\n\nExample: ('n\n    + FormErrorExamples.ngModelWithFormGroup));
  };
  return TemplateDrivenErrors;
});
__metadata({"design:paramtypes": [ControlContainer, Array, Array, Array]}),
NgModel); return NgModel;

/**
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 * 
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 * 
 * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:
 * 
 * `<form ngNativeValidate>`
 * 
 * <form ngNativeValidate</form>
 * 
 * * @publicApi
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 */

export const NG_MODEL_WITH_FORM_CONTROL_WARNING = new core.InjectionToken('NgModelWithFormControlWarning');

export const formControlBinding$1 = {
  provide: NgControl,
  useExisting: core.forwardRef(function () { return FormControlDirective; })
};

/**
 * Syncs a standalone `FormControl` instance to a form control element.
 * 
 * @param {?} NgNoValidate
 * @see [Reactive Forms Guide](guide/reactive-forms)
 * @see `FormControl`
 * @see `AbstractControl`
 */

export function NgNoValidate() {
  return new NgNoValidate();
}

/**
 * @license
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 * 
 * Use of this source code is governed by an MIT-style license that can be found in the LICENSE file at https://angular.io/license
 * 
 * * Syncs a standalone `FormControl` instance to a form control element.
 * 
 * * @description
 * * Adds `novalidate` attribute to all forms by default.
 * * `novalidate` is used to disable browser's native form validation.
 * 
 * * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:
 * 
 * * `<form ngNativeValidate>`
 * 
 * * `<form ngNativeValidate</form>`
 * 
 * * @publicApi
 * * @ngModule ReactiveFormsModule
 * * @ngModule @angular/forms
 */

export function NgNoValidate() {
  return NgNoValidate;
}

/**
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 * 
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 * 
 * * Use with `ngModel` input property and `ngModelChange` event with reactive forms.
 * 
 * * This has been deprecated for a few reasons. First, developers have found this pattern confusing. It seems like the actual `ngModel` directive is being used, but in fact it's an input/output property named `ngModel` on the reactive form directive that simply approximates (some of) its behavior. Specifically, it allows getting/setting the value and intercepting value events. However, some of `ngModel`'s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply don't work, which has understandably caused some confusion.
 * 
 * In addition, this pattern mixes template-driven and reactive forms strategies, which we generally don't recommend because it doesn't take advantage of the full benefits of either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer removes the convenience of defining forms in the template.
 * 
 * To update your code before support is removed, you'll want to decide whether to stick with reactive forms (and get/set values using reactive forms patterns) or switch over to template-driven directives.
 * 
 * * After (choice 1 - use reactive forms):
 * 
 * * * `this.control.setValue('some value');`
 * 
 * * * By default, when you use this pattern, you will see a depreciation warning once in dev mode. You can choose to silence this warning by providing a config for:
 * 
 * * * ReactiveFormsModule.withConfig({ warnOnNgModelWithFormControl: 'never' });
 * 
 * * Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `\"always\"`. This may help to track down where in the code the pattern is being used as the code is being updated.
 * 
 * * * ReactiveFormsModule
 * 
 * * * @publicApi
 * 
 * * * var FormControlDirective = /** @class */ (function (_super) {
 * 
 * * * 
 * 
 * * * 
 * 
 * * * _extends(FormControlDirective, _super));
 * 

function FormControlDirective(validators, asyncValidators, valueAccessors, _ngModelWarningConfig) {
  var _this = super.call(this) || this;
  _this._ngModelWarningConfig = _ngModelWarningConfig;
  /**
   * @deprecated as of v6 */
  _this.update = new core.EventEmitter();
  /**
   */
  _this._ngModelWarningSent = false;
  _this._rawValidators = validators || [];
  _this._rawAsyncValidators = asyncValidators || [];
  _this.valueAccessor = selectValueAccessor(_this, valueAccessors);
  return _this;
}

Object.defineProperty(FormControlDirective.prototype, "isDisabled", {
  /**
   * @description
   * Triggers a warning that this input should not be used with reactive forms.
   */
  set: function (isDisabled) {
    ReactiveErrors.disabledAttrWarning();
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormControlDirective.prototype, "path", {
  /**
   * @description
   * Returns an array that represents the path from the top-level form to this
   * control. Each index is the string name of the control on that level.
   */
  get: function () {
    return [];
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormControlDirective.prototype, "validator", {
  /**
   * @description
   * Synchronous validator function composed of all the synchronous validators
   * registered with this
   */
  get: function () { return composeValidators(this._rawValidators); },
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormControlDirective.prototype, "asyncValidator", {
  /**
   * @description
   * Async validator function composed of all the async validators registered with this
   */
  get: function () {
    return composeAsyncValidators(this._rawAsyncValidators);
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormControlDirective.prototype, "control", {
  /**
   * @description
   * The `FormControl` bound to this directive.
   */
  get: function () { return this.form; },
  enumerable: true,
  configurable: true
});

FormControlDirective.prototype._isControlChanged = function (changes) {
  return changes.hasOwnProperty('form');
};

FormControlDirective._ngModelWarningSentOnce = false;
FormControlDirective.prototype ngOnChanges = function (changes) {
  if (this._isControlChanged(changes)) {
    setUpControl(this.form, this);
    if (this.control.disabled && this.valueAccessor.setDisabledState) {
      this.valueAccessor.setDisabledState(true);
    }
    this.form.updateValueAndValidity({ emitEvent: false });
    if (isPropertyUpdated(changes, this.viewModel)) {
      _ngModelWarning('formControl', FormControlDirective, this,
      this._ngModelWarningConfig);
      this.form.setValue(this.model);
      this.viewModel = this.model;
    }
  }
};

FormControlDirective.prototype.viewToModelUpdate = function (newValue) {
  this.viewModel = newValue;
  this.update.emit(newValue);
};

FormControlDirective.prototype._ngModelWarningConfig = null;

FormControlDirective.prototype.form = core.coreInput;
FormControlDirective = FormControlDirective_1 = __decorate([  
            core.Directive({  
                selector: '[formControl]',  
                providers: [  
                    FormControlBinding$1,  
                    {  
                        exportAs: 'ngForm'}  
                ]},  
            _param(0, core.Optional()),  
            _param(0, core.Self()),  
            _param(0, core.Inject(NG_VALIDATORS)),  
            _param(1, core.Optional()),  
            _param(1, core.Self()),  
            _param(1, core.Inject(NG_ASYNC_VALIDATORS)),  
            _param(2, core.Optional()),  
            _param(2, core.Self()),  
            _param(2, core.Inject(NG_VALUE_ACCESSOR)),  
            _param(3, core.Optional()),  
            _param(3, core.Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING))  
        ],  
        FormControlDirective);

    return FormControlDirective;
    }(NgControl));

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     * found in the LICENSE file at https://angular.io/license
     */
    var formDirectiveProvider$1 = {
        provide:  
            ControlContainer,  
        useExisting: core.forwardRef(function () { return FormGroupDirective; })  
    };
    /**
     * @description
     * Binds an existing `FormGroup` to a DOM element.
     * * This directive accepts an existing `FormGroup` instance. It will then use this
     * * `FormGroup` instance to match any child
     * * `FormControl`, `FormGroup`, and `FormArray` instances to child `FormControlName`, `FormGroupName`, and `FormArrayName`
     * * directives.
     * * @see `AbstractControl`
     * * @ngModule ReactiveFormsModule
     * * @publicApi
     */
    var FormGroupDirective = /** @class */ (function (_super) {
        __extends(FormGroupDirective, _super);

        function FormGroupDirective(_validators, _asyncValidators) {
            var _this = _super.call(this) || this;

            _this._validators = _validators;
            _this._asyncValidators = _asyncValidators;

            /**
             * Reports whether the form submission has been triggered.
             */
            _this.submitted = false;

            /**
             * Tracks the list of added `FormControlName` instances
             */
            _this.directives = [];

            /**
             * Tracks the `FormGroup` bound to this directive.
             */
            _this.form = null;

            /**
             * Emits an event when the form submission has been triggered.
             */
            _this.ngSubmit = new core.EventEmitter();

            return _this;
        }

        FormGroupDirective.prototype.ngOnChanges = function (changes) {
            this._checkFormPresent();
            if (changes.hasOwnProperty('form')) {
                this._updateValidators();
                this._updateDomValue();
                this._updateRegistrations();
            }
        };

        Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
            /**
             * Returns this directive's instance.
             */
            get: function () { return this; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(FormGroupDirective.prototype, "control", {
            /**
             * Returns the `FormGroup` bound to this directive.
             */
            get: function () { return this.form; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(FormGroupDirective.prototype, "path", {
            /**
             * Returns an array representing the path to this group.
             */
            get: function () { return []; },
            enumerable: true,
            configurable: true
        });

        FormGroupDirective.prototype.ngOnChanges = function (changes) {
            if (changes.hasOwnProperty('form')) {
                this._checkFormPresent();
                this._updateValidators();
                this._updateDomValue();
                this._updateRegistrations();
            }
        };

        Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
            /**
             * Returns the `FormGroup` bound to this directive.
             */
            get: function () { return this.form; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(FormGroupDirective.prototype, "control", {
            /**
             * Returns an array representing the path to this group.
             */
            get: function () { return []; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(FormGroupDirective.prototype, "path", {
            /**
             * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
             */
            get: function () { return []; },
            enumerable: true,
            configurable: true
        });

        FormGroupDirective.prototype.ngOnChanges = function (changes) {
            if (changes.hasOwnProperty('form')) {
                this._checkFormPresent();
                this._updateValidators();
                this._updateDomValue();
                this._updateRegistrations();
            }
        };

        Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
            /**
             * Returns the `FormGroup` bound to this directive.
             */
            get: function () { return this.form; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(FormGroupDirective.prototype, "control", {
            /**
             * Returns an array representing the path to this group.
             */
            get: function () { return []; },
            enumerable: true,
            configurable: true
        });

        Object.defineProperty(FormGroupDirective.prototype, "path", {
            /**
             * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
             */
            get: function () { return []; },
            enumerable: true,
            configurable: true
        });
FormGroupDirective.prototype.getControl = function (dir) { return this.form.get(dir.path); };
/*\n * @description
 * Removes the `FormControlName` instance from the internal list of directives
 * @param dir The `FormControlName` directive instance.
 */
FormGroupDirective.prototype.removeControl = function (dir) { removeDir(this.directives, dir); };
/**
 * @description
 * Removes the `FormControlName` instance from the internal list of directives
 * @param dir The `FormControlName` directive instance.
 */
FormGroupDirective.prototype.removeControl = function (dir) { removeDir(this.directives, dir); };
/**
 * Adds a new `FormArrayName` directive instance to the form.
 * @param dir The `FormArrayName` directive instance.
 */
FormGroupDirective.prototype.addFormGroup = function (dir) {
    var ctrl = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({ emitEvent: false });
};//
/**\n * No-op method to remove the form group.
 * @param dir The `FormArrayName` directive instance.
 */
FormGroupDirective.prototype.removeFormGroup = function (dir) { };
/**
 * @description
 * Retrieves the `FormGroup` for a provided `FormGroupName` directive instance
 * @param dir The `FormGroupName` directive instance.
 */
FormGroupDirective.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); };
/**
 * Adds a new `FormArrayName` directive instance to the form.
 * @param dir The `FormArrayName` directive instance.
 */
FormGroupDirective.prototype.addFormArray = function (dir) {
    var ctrl = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({ emitEvent: false });
};//
/**\n * No-op method to remove the form array.
 * @param dir The `FormArrayName` directive instance.
 */
FormGroupDirective.prototype.removeFormArray = function (dir) { };
/**
 * @description
 * Retrieves the `FormArray` for a provided `FormArrayName` directive instance.
 * @param dir The `FormArrayName` directive instance.
 */
FormGroupDirective.prototype.getFormArray = function (dir) { return this.form.get(dir.path); };
/**
 * Sets the new value for the provided `FormControlName` directive.
 * @param dir The `FormControlName` directive instance.
 * @param value The new value for the directive's control.
 */
FormGroupDirective.prototype.updateModel = function (dir, value) {
    var ctrl = this.form.get(dir.path);
    ctrl.setValue(value);
};//
/**\n * @description
 * Method called with the `\submit` event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the `\submit` event as its payload.
 * @param $event The `\submit` event object
 */
FormGroupDirective.prototype.onSubmit = function ($event) {
    this.submitted = true;
    syncPendingControls(this.form, this.directives);
    this.ngSubmit.emit($event);
    return false;
};
/**\n * @description
 * Method called when the `\reset` event is triggered on the form.
 */
FormGroupDirective.prototype.onReset = function () { this.resetForm(); };
/**
 * Resets the form to an initial value and resets its submitted status.
 * @param value The new value for the form.
 */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (dir.control !== newCtrl) {
            cleanUpControl(dir.control, dir);
            if (newCtrl)
                setUpControl(newCtrl, dir);
            dir.control = newCtrl;
        }
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/**\n * @description
 * Method called with the `\submit` event is triggered on the form.
 * @param value The new value for the form.
 */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
/** @internal */
FormGroupDirective.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};//
/** @internal */
FormGroupDirective.prototype._updateDomValue = function () {
    var _this = this;
    this.directives.forEach(function (dir) {
        var newCtrl = _this.form.get(dir.path);
        if (newCtrl)
            setUpControl(newCtrl, dir);
        dir.control = newCtrl;
    });
    this.form._updateTreeValidity({ emitEvent: false });
};
__extends(FormArrayName, _super);
function FormArrayName(parent, validators, asyncValidators) {
  var _this = _super.call(this) || this;
  _this._parent = parent;
  _this._validators = validators;
  _this._asyncValidators = asyncValidators;
  return _this;
} /*@description*/
/*@description*/
* A lifecycle method called when the directive's inputs are initialized. For internal use only.

* FormArrayName.prototype.ngOnInit = function () {
  this.formDirective.addFormArray(this);
} /*@description*/
/*@description*/
* A lifecycle method called before the directive's instance is destroyed. For internal use only.

* FormArrayName.prototype.ngOnDestroy = function () {
  if (this.formDirective) {
    this.formDirective.removeFormArray(this);
  }
} /*@description*/
/*@description*/
* The top-level directive for this group if present, otherwise null.

* FormArrayName.prototype.get = function () {
  return this._parent ? this._parent.formDirective : null;
} /*@description*/
/*@description*/
* Synchronous validator function composed of all the synchronous validators registered with this directive.

* Async validator function composed of all the async validators registered with this directive.

* Returns an array that represents the path from the top-level form to this control.

Each index is the string name of the control on that level.

* Synchronous validator function composed of all the synchronous validators registered with this directive.

* Async validator function composed of all the async validators registered with this directive.

* Returns an array that represents the path from the top-level form to this control.

* The top-level directive for this group if present, otherwise null.

Object.defineProperty(FormArrayName.prototype, "controlPath", {
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormArrayName.prototype, "path", {
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormArrayName.prototype, "validator", {
  get: function () { return composeValidators(this._validators); },
  enumerable: true,
  configurable: true
});

Object.defineProperty(FormArrayName.prototype, "asyncValidator", {
  get: function () {
    return composeAsyncValidators(this._asyncValidators);
  },
  enumerable: true,
  configurable: true
});

FormArrayName.prototype._checkParentType = function () {
  if (_hasInvalidParent(this._parent)) {
    ReactiveErrors.arrayParentException();
  }
} /*@description*/
/*@description*/
* @param 0, core.Optional(), __param(0, core.Host()), __param(0, core.SkipSelf()),
  __param(1, core.Optional()), __param(1, core.SkipSelf()), __param(1, core.Inject(NG_VALIDATORS)),
  __param(2, core.Optional()), __param(2, core.SkipSelf()), __param(2, core.Inject(NG_ASYNC_VALIDATORS))
  __metadata("design:paramtypes", [ControlContainer, Array, Array])

return FormArrayName;

function _decorate() {
  core.Input('formArrayName'),
  _metadata("design:type"),
  Object
} /*@description*/
/*@description*/
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Support for using the `ngModel` input property and `ngModelChange` event with reactive forms has been deprecated in Angular v6 and will be removed in a future version of Angular. This has been deprecated for a few reasons. First, developers have found this pattern confusing. It seems like the actual `ngModel` directive is being used, but in fact it approximates (some of) its behavior. Specifically, it allows getting/setting the value and intercepting value events. However, some of `ngModel`'s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply don't work, which has understandably caused some confusion.

In addition, this pattern mixes template-driven and reactive forms strategies, which we generally don't recommend because it doesn't take advantage of the full benefits of either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in the class removes the convenience of defining forms in the template. To update your code before support is removed, you'll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives. After (choice 1 - use reactive forms):

```html
<form [formGroup]="form">
  <input formControlName="first" [(ngModel)]="value">
</form>
```

```ts
this.value = 'some value';
```

By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
imports: [
  ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
]
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `"always"`. This may help to track down where in the code the pattern is being used as the code is being updated. Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `"always"`. This may help to track down where in the code the pattern is being used as the code is being updated. By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import {ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ]
})
```

By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import {ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ]
})
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `"always"`. This may help to track down where in the code the pattern is being used as the code is being updated. By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import {ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ]
})
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `"always"`. This may help to track down where in the code the pattern is being used as the code is being updated. By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import {ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
  ]
})
```
Sets the new value for the view model and emits an `ngModelChange` event.

```typescript
// FormControlName.prototype.viewToModelUpdate = function (newValue) {
//     this.viewModel = newValue;
//     this.update.emit(newValue);
// }

Object.defineProperty(FormControlName.prototype, "path", {
    /**
     * @description
     * Returns an array that represents the path from the top-level form to this control.
     * Each index is the string name of the control on that level.
     * @param newValue
     * The new value for the view model.
     * @return {Array}
     */
    get: function () {
        return controlPath(this.name == null ? this.name.toString() : this.name, this._parent);
    },
    enumerable: true,
    configurable: true
});
```

Object.defineProperty(FormControlName.prototype, "formDirective", {
    /**
     * @description
     * The top-level directive for this group if present, otherwise null.
     * @return {AbstractDirective}
     */
    get: function () {
        return this._parent ? this._parent.formDirective : null;
    },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormControlName.prototype, "validator", {
    /**
     * @description
     * Synchronous validator function composed of all the synchronous validators.
     * @return {Function}
     */
    get: function () { return composeValidators(this._rawValidators); }
});

Object.defineProperty(FormControlName.prototype, "asyncValidator", {
    /**
     * Async validator function composed of all the async validators registered with this directive.
     * @return {Function}
     */
    get: function () {
        return composeAsyncValidators(this._rawAsyncValidators);
    },
    enumerable: true,
    configurable: true
});

FormControlName.prototype._checkParentType = function () {
    if (!(this._parent instanceof FormGroupName) &&
        this._parent instanceof AbstractFormGroupDirective) {
        ReactiveErrors.ngModelGroupException();
    }
    else if (!(this._parent instanceof FormGroupName) && !(this._parent instanceof FormGroupDirective) &&
        !(this._parent instanceof FormArrayName)) {
        ReactiveErrors.controlParentException();
    }
}

FormControlName.prototype._setUpControl = function () {
    this._checkParentType();
    this.control = this.formDirective.addControl(this);
    if (this.control.disabled &&
        this.valueAccessor.setDisabledState) {
        this.valueAccessor.setDisabledState(true);
    }
}

FormControlName = FormControlName_1 = function

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*ngModel* which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.

```typescript
var REQUIRED_VALIDATOR = {
    provide: NG_VALIDATORS,
    useExisting: core.forwardRef(function
```
() { return RequiredValidator; });

multi: true,

/**
 * Provider which adds `CheckboxRequiredValidator` to the `NG_VALIDATORS` multi-provider list.
 */

var CHECKBOX_REQUIRED_VALIDATOR = {
    provide: NG_VALIDATORS,
    useExisting: core.forwardRef(function () { return CheckboxRequiredValidator; } ),
    multi: true,
}

/**
 * A directive that adds the `required` validator to any controls marked with the `required` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
 */

var EMAIL_VALIDATOR = {
    provide: NG_VALIDATORS,
    useExisting: core.forwardRef(function () { return EmailValidator; } ),
    multi: true,
}

### Adding a required validator using template-driven forms

```javascript
<input name="fullName" ngModel required>
```
* The following example shows how to add an email validator to an input attached to an `ngModel` binding:

```
* <input type="email" name="email" ngModel email="true">
* <input type="email" name="email" ngModel email="true" [email]="true">
* <input type="email" name="email" ngModel [email]="true">
* @publicApi
* @NgModule FormsModule
* @NgModule ReactiveFormsModule
* @publicApi
var EmailValidator = /** @class */ (function () {
  function EmailValidator() {
  }
  Object.defineProperty(EmailValidator.prototype, "email", {
    /**
     * @description
     * Tracks changes to the email attribute bound to this directive.
     */
    set: function (value) {
      this._enabled = value === '' || value === true || value === 'true';
      if (this._onChange)
        this._onChange();
    },
    enumerable: true,
    configurable: true
  });
  /**
   * @description
   * Method that validates whether an email address is valid.
   */
  EmailValidator.prototype.validate = function (control) {
    return this._enabled ? Validators.email(control) : null;
  };
  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   */
  EmailValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };

  __decorate(
    [core.Input(),
      __metadata("design:type", Object),
    ], EmailValidator.prototype, "email", null);
  EmailValidator = __decorate(
    [core.Directive({
        selector: '[email][formControlName],[email][formControl]',
        providers: [EMAIL_VALIDATOR]
    }),
    EmailValidator);
  return EmailValidator;
});
```
MAX_LENGTH_VALIDATOR = {
  provide: NG_VALIDATORS,
  useExisting: core.forwardRef(function () { return MaxLengthValidator; }),
  multi: true
};

/** *
 * A directive that adds max length validation to controls marked with the `maxlength` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
 * @see [Form Validation](guide/form-validation)
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
MaxLengthValidator = /** @class */ (function () {
  function MaxLengthValidator() {
  }

  /** *
   * A lifecycle method called when the directive's inputs change. For internal use only.
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
MaxLengthValidator.prototype.ngOnChanges = function (changes) {
  if ('maxlength' in changes) {
    this._createValidator();
    if (this._onChange)
      this._onChange();
  }
};

/** *
 * Method that validates whether the value exceeds the maximum length requirement.
 */
MaxLengthValidator.prototype.validate = function (control) { return this.maxlength != null ? this._validator(control) : null; };

/** *
 * A lifecycle method called when the directive's inputs change. For internal use only.
 * @param changes A object of key/value pairs for the set of changed inputs.
 */
MaxLengthValidator.prototype.registerOnValidatorChange = function (fn) {
  this._onChange = fn;
};

MaxLengthValidator.prototype._createValidator = function () { this._validator = Validators.maxLength(typeof this.maxlength === 'number' ? this.maxlength : parseInt(this.maxlength, 10)); };

__decorate([core.Input(), __metadata("design:type", Object)], MaxLengthValidator.prototype, "maxlength", void 0);
MaxLengthValidator = __decorate([core.Directive({
  selector: '[maxlength][formControlName],[maxlength][formControl],[maxlength][ngModel]
}),
  providers: [MAX_LENGTH_VALIDATOR]
]), MaxLengthValidator;

/** *
 * Method that validates whether the value matches the pattern requirement.
 */
PatternValidator.prototype.validate = function (control) { return this._validator(control); };

/** *
 * A lifecycle method called when the directive's inputs change. For internal use only.
 * @param changes A object of key/value pairs for the set of changed inputs.
 */
PatternValidator.prototype.registerOnValidatorChange = function (fn) {
  this._onChange = fn;
};

PatternValidator.prototype._createValidator = function () { this._validator = Validators.pattern(this.pattern); };

__decorate([core.Input(), __metadata("design:type", Object)], PatternValidator.prototype, "pattern", void 0);
PatternValidator = __decorate([core.Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]
}),
  providers: [PATTERN_VALIDATOR]
]), PatternValidator;
import { NgModule } from '@angular/core';
import { ReactiveFormsModule } from '@angular/forms';
import { BrowserModule } from '@angular/platform-browser';
import { AppComponent } from './app.component';

@NgModule({
  declarations: [ AppComponent ],
  imports: [ BrowserModule, ReactiveFormsModule ],
  providers: [],
  bootstrap: [ AppComponent ]
})
export class AppModule { }
validator function, or an array of such functions, or an `AbstractControlOptions` object that contains validation functions and a validation trigger.

### Initialize a control as disabled

The following example returns a control with an initial value in a disabled state:

```javascript
 FormBuilder.prototype.control = function (formState, validatorOrOpts, asyncValidator) {
    return new FormControl(formState, validatorOrOpts, asyncValidator);
};
```

`FormBuilder.prototype.array = function (controlsConfig, validatorOrOpts, asyncValidator) {

    var _this = this;
    var controls = controlsConfig.map(function (c) {
        return _this._createControl(c);
    });
    return new FormArray(controls, validatorOrOpts, asyncValidator);

};

```javascript
 FormBuilder.prototype._reduceControls = function (controlsConfig) {
    var _this = this;
    var controls = {};
    Object.keys(controlsConfig).forEach(function (controlName) {
        controls[controlName] = _this._createControl(controlsConfig[controlName]);
    });
    return controls;
};

 FormBuilder.prototype._createControl = function (controlConfig) {
    if (controlConfig instanceof FormControl || controlConfig instanceof FormGroup ||
        controlConfig instanceof FormArray) {
        return controlConfig;
    }
    else if (Array.isArray(controlConfig)) {
        var value = controlConfig[0];
        var validator = controlConfig.length > 1 ? controlConfig[1] : null;
        var asyncValidator = controlConfig.length > 2 ?
            controlConfig[2] : null;
        return this.control(value, validator, asyncValidator);
    }
    else {
        return this.control(controlConfig);
    }
};
```

```javascript
 FormBuilder = __decorate([core.Injectable()], FormBuilder);
 return FormBuilder;
```

```javascript
 FormsModule = /** @class */ (function () {
    function FormsModule() {
    }
    FormsModule = __decorate([core.NgModule({
        declarations: TEMPLATE_DRIVEN_DIRECTIVES,
        providers: [RadioControlRegistry],
        exports: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]
    })], FormsModule);
    return FormsModule;
});

 ReactiveFormsModule = /**
 * Exports the required infrastructure and directives for reactive forms,
 * making them available for import by NgModules that import this module.
 * @see [Reactive Forms Guide](/guide/reactive-forms)
 * @publicApi
 */ (function () {
    var ReactiveFormsModule_1 = this.ReactiveFormsModule;

    /**
     * @description
     * Provides options for configuring the reactive forms module.
     *
     * @param opts An object of configuration options
     *
     * * `warnOnNgModelWithFormControl` Configures when to emit a warning when an `ngModel`
     * binding is used with reactive form directives.
     */
    ReactiveFormsModule.withConfig = function (opts) {
        return {
            ngModule: ReactiveFormsModule_1,
            providers: [{
                provide: NG_MODEL_WITH_FORM_CONTROL_WARNING,
                useValue: opts.warnOnNgModelWithFormControl
            }]
        };
    };

    var coreInjectable = function () {
        return core.Injectable();
    },

    FormBuilder = coreInjectable();

    this FormBuilder.prototype.control = function (formState, validatorOrOpts, asyncValidator) {
        return new FormControl(formState, validatorOrOpts, asyncValidator);
    };

    this FormBuilder.prototype.array = function (controlsConfig, validatorOrOpts, asyncValidator) {
        var _this = this;
        var controls = controlsConfig.map(function (c) {
            return _this._createControl(c);
        });
        return new FormArray(controls, validatorOrOpts, asyncValidator);
    };

    this FormBuilder.prototype._reduceControls = function (controlsConfig) {
        var _this = this;
        var controls = {};
        Object.keys(controlsConfig).forEach(function (controlName) {
            controls[controlName] = _this._createControl(controlsConfig[controlName]);
        });
        return controls;
    };

    this FormBuilder.prototype._createControl = function (controlConfig) {
        if (controlConfig instanceof FormControl || controlConfig instanceof FormGroup ||
            controlConfig instanceof FormArray) {
            return controlConfig;
        }
        else if (Array.isArray(controlConfig)) {
            var value = controlConfig[0];
            var validator = controlConfig.length > 1 ? controlConfig[1] : null;
            var asyncValidator = controlConfig.length > 2 ?
                controlConfig[2] : null;
            return this.control(value, validator, asyncValidator);
        }
        else {
            return this.control(controlConfig);
        }
    };

    this FormBuilder = __decorate([core.Injectable()], FormBuilder);
    return FormBuilder;
});

```

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 */

```

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 */

```

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 * @publicApi
 */

```
ReactiveFormsModule = ReactiveFormsModule;

/**
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 */

/**
 * Generated bundle index. Do not edit.
 */

exports.AbstractControl = AbstractControl;

exports.COMPOSITION_BUFFER_MODE = COMPOSITION_BUFFER_MODE;

exports.CheckboxControlValueAccessor = CheckboxControlValueAccessor;
exports.CheckboxRequiredValidator = CheckboxRequiredValidator;
exports.ControlContainer = ControlContainer;
exports.DefaultValueAccessor = DefaultValueAccessor;
exports.EmailValidator = EmailValidator;
exports.FormArray = FormArray;
exports.FormArrayName = FormArrayName;
exports.FormBuilder = FormBuilder;
exports.FormControl = FormControl;
exports.FormControlDirective = FormControlDirective;
exports.FormControlName = FormControlName;
exports.FormGroup = FormGroup;
exports.FormGroupDirective = FormGroupDirective;
exports.FormGroupName = FormGroupName;
exports.FormsModule = FormsModule;
exports.MaxLengthValidator = MaxLengthValidator;
exports.MinLengthValidator = MinLengthValidator;
exports.NG_ASYNC_VALIDATORS = NG_ASYNC_VALIDATORS;
exports.NG_VALIDATORS = NG_VALIDATORS;
exports.NG_VALUE_ACCESSOR = NG_VALUE_ACCESSOR;
exports.NgControl = NgControl;
exports.NgControlStatus = NgControlStatus;
exports.NgControlStatusGroup = NgControlStatusGroup;
exports.NgForm = NgForm;
exports.NgModel = NgModel;
exports.NumberValueAccessor = NumberValueAccessor;
exports.PatternValidator = PatternValidator;
exports.RadioControlValueAccessor = RadioControlValueAccessor;
exports.RangeValueAccessor = RangeValueAccessor;
exports.ReactiVeFormsModule = ReactiveFormsModule;
exports.RequiredValidator = RequiredValidator;
exports.SelectControlValueAccessor = SelectControlValueAccessor;
exports.SelectMultipleControlValueAccessor = SelectMultipleControlValueAccessor;
exports.VERSION = VERSION;
exports.ZipcodeValidator = ZipcodeValidator;
exports.InternalFormsSharedModule = InternalFormsSharedModule;
exports.NgNoValidate = NgNoValidate;
exports.NgSelectMultipleOption = NgSelectMultipleOption;
exports.angular_packages_forms_forms_a = SHARED_FORM_DIRECTIVES;
exports.angular_packages_forms_forms_b = TEMPLATE_DRIVEN_DIRECTIVES;
exports.angular_packages_forms_forms_ba = CHECKBOX_REQUIRED_VALIDATOR;
exports.angular_packages_forms_forms_bb = EMAIL_VALIDATOR;
exports.angular_packages_forms_forms_bc = MIN_LENGTH_VALIDATOR;
exports.angular_packages_forms_forms_bd = MAX_LENGTH_VALIDATOR;
exports.angular_packages_forms_forms_be = PATTERN_VALIDATOR;
exports.angular_packages_forms_forms_bf = REACTIVE_DRIVEN_DIRECTIVES;
exports.angular_packages_forms_forms_bg = InternalFormsSharedModule;
exports.angular_packages_forms_forms_bh = CHECKBOX_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_bi = DEFUALT_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_bj = AbstractControlStatus;
exports.angular_packages_forms_forms_bl = AbstractControlStatusHost;
exports.angular_packages_forms_forms_bm = formDirectiveProvider;
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exports.angular_packages_forms_forms_j = formControlBinding;
exports.angular_packages_forms_forms_k = modelGroupProvider;
exports.angular_packages_forms_forms_l = NUMBER_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_m = RADIO_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_n = RadioControlRegistry;
exports.angular_packages_forms_forms_o = RANGE_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_p = NG_MODEL_WITH_FORM_CONTROL_WARNING;
exports.angular_packages_forms_forms_q = formControlBinding$1;
exports.angular_packages_forms_forms_r = controlNameBinding;
exports.angular_packages_forms_forms_s = formDirectiveProvider$1;
exports.angular_packages_forms_forms_t = formGroupNameProvider;
exports.angular_packages_forms_forms_u = formArrayNameProvider;
exports.angular_packages_forms_forms_v = SELECT_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_w = SELECT_MULTIPLE_VALUE_ACCESSOR;
exports.angular_packages_forms_forms_x = NgSelectMultipleOption;
exports.angular_packages_forms_forms_y = NgNoValidate;
exports.angular_packages_forms_forms_z = REQUIRED_VALIDATOR;

Object.defineProperty(exports, '__esModule', { value: true });

})

sourceMappingURL=forms.umd.js.map

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/bundles/forms.umd.min.js.map
No license file was found, but licenses were detected in source scan.

/**
 * @license Angular v9.0.7
 * (c) 2010-2020 Google LLC. https://angular.io/
 * License: MIT
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/forms.d.ts
No license file was found, but licenses were detected in source scan.

{"version":3,"file":"forms.js","sources":[]}
export interface ControlValueAccessor {
  /**
   * @description
   * Writes a new value to the element.
   *
   * This method is called by the forms API to write to the view when programmatic
   * changes from model to view are requested.
   */
  writeValue(obj: any): void;

  /**
   * @description
   * Registers a callback function that is called when the control's value
   * changes in the UI.
   *
   * This method is called by the forms API on initialization to update the form
   * model when values propagate from the view to the model.
   */
  registerOnChange(fn: any): void;

  /**
   * @description
   * Registers a callback function is called by the forms API on initialization
   * to update the form model on blur.
   *
   * This method is called by the forms API on initialization to update the form
   * model when values propagate from the view to the model.
   */
  registerOnTouched(fn: any): void;

  /**
   * @description
   * Function that is called by the forms API when
   * the control status changes to
   * or from 'DISABLED'. Depending on the status, it enables or disables the
   * appropriate DOM element.
   */
  setDisabledState?(isDisabled: boolean): void;
}

/**
 * Used to provide a `ControlValueAccessor` for form controls.
 */
export const NG_VALUE_ACCESSOR = new InjectionToken<ControlValueAccessor>('NgValueAccessor');
Open Source Used In MSX Enterprise Access Service Pack 3.9.0

```ts
const rememberLoginControl = new FormControl();

rememberLoginControl.value = 'on change';
```

```ts
@Directive({
  selector: 'input[type=checkbox][formControlName],textarea[formControl],input[type=checkbox][ngModel],
  host: {'(change)': 'onChange($event.target.checked)', '(blur)': 'onTouched()'},
  providers: [CHECKBOX_VALUE_ACCESSOR]
})
export class CheckboxControlValueAccessor implements
ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when a change event occurs on the input element.
   */
  onChange = (_: any) => {};

  /**
   * @description
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the \"checked\" property on the input element.
   */
  registerOnChange(fn: (_: any) => {}): void {
    this.onChange = fn;
  }

  /**
   * Registers a function called when the control value changes.
   *
   * @param fn The callback function
   */
  registerOnTouched(fn: () => {}): void {
    this.onTouched = fn;
  }

  /**
   * Sets the \"disabled\" property on the input element.
   */
  setDisabledState(isDisabled: boolean):

  /**
   * @description
   * The default \`ControlValueAccessor\` for writing a value and listening to changes on input\n   * elements. The accessor is used by the \`FormControlDirective\`, \`FormControlName\`, and \`NgModel\`
   * directives. \n   * @usageNotes
   *
   * ### Using the default value accessor
   *
   * The following example shows how to use an input element that activates the default value accessor\n   * (in this case, a text field).
   */

  ```ts
  const firstNameControl = new FormControl();
  ```

  ```
  <input type="text"
  [formControl]="firstNameControl">
  ```

  @NgModule(ReactiveFormsModule)
  @NgModule
  */
```
return this.control ? this.control.status : null; 

/**
 * @description
 * Reports whether the control is untouched, meaning that the user has not yet triggered
 * a 'blur' event on it. If the control is not present, null is returned.
 */
get untouched(): boolean|null { return this.control ? this.control.untouched : null; }

/**
 * @description
 * Returns a multicasting observable that emits a validation status whenever it is
 * calculated for the control. If the control is not present, null is returned.
 */
get statusChanges(): Observable<any>|null { return this.control ? this.control.statusChanges : null; }

/**
 * @description
 * Returns a multicasting observable of value changes for the control that emits every time the
 * value of the control changes in the UI or programmatically.
 */
get valueChanges(): Observable<any>|null { return this.control ? this.control.valueChanges : null; }

/**
 * @description
 * Returns an array that represents the path from the top-level form to this control.
 */
get path(): string[]|null { return null; }

/**
 * @description
 * Resets the control with the provided value if the control is present.
 */
reset(value: any = undefined): void { if (this.control) this.control.reset(value); }

/**
 * @description
 * Reports whether the control with the given path has the error specified.
 */
hasError(errorCode: string, path?: string): boolean {
  return this.control ? this.control.hasError(errorCode, path) : false;
}

/**
 * @description
 * Reports error data for the control with the given path.
 */
getError(errorCode: string, path?: Array<string|number|string>): any {
  return this.control ? this.control.getError(errorCode, path) : null;
}

/**
 * @description
 * Reports whether the given error is present in the control at the given path.
 */
returns whether the given error is present in the control at the given path.

*/

*/

};

import {AsyncValidatorFn, Validator, ValidatorFn} from './validators';

function unimplemented(): any {
  throw new Error('unimplemented');
}

/**
 * @description
 * A base class that all control `FormControl`-based directives
 * `AsyncValidatorFn` or `Validator` can be attached to.
 */
export abstract class

/**
 * @description
 * A base class
 * for directives that contain multiple registered instances of `NgControl`.
 * Only used by the forms module.
 */
export abstract class

```
NgControl extends AbstractControlDirective {
/**
 * @description
 * The parent form for the control.
 */
* @internal
* @parent: ControlContainer
* @name: string|number
* @description
* The value accessor for the control.
* @valueAccesso
* The uncomposed array of synchronous validators for the control.
* @internal
* @rawValidators:
Array<Validator|ValidatorFn> = [ ];
* @description
* The registered synchronous validator function for the control.
* @throws An exception that this method is not implemented
* @return
<ValidatorFn>unimplemented();
* @description
* The uncomposed array of async validators for the control.
* @internal
* @rawAsyncValidators: Array<AsyncValidator|AsyncValidatorFn> = [ ];
* @description
* The registered async validator function for the control.
* @throws An exception that this method is not implemented
* @return
<AsyncValidatorFn>unimplemented();
}

/**
 * @description
 * An `InjectionToken` for registering additional

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synchronous validators used with `AbstractControl`s.

```typescript
@Directive({
  selector: '[customValidator]',
  providers: [{provide: NG_VALIDATORS, useExisting: CustomValidatorDirective, multi: true}]
})
class CustomValidatorDirective implements Validator {
  validate(control: AbstractControl): ValidationErrors | null {
    return { 'custom': true };
  }
}
```

`@publicApi`
```typescript
const control = new FormControl('Angular', Validators.maxLength(5));

* console.log(control.errors); // {maxlength: {requiredLength: 5, actualLength: 5}}

```typescript

```html
<input minlength="5">
```

```typescript
const control = new FormControl('Angular', Validators.maxLength(5));

* console.log(control.errors); // {maxlength: {requiredLength: 5, actualLength: 5}}

```typescript

```
```
see \`updateValueAndValidity()\`

```

```html
```
ValidationErrors | null) => {
    res = errors != null ? {...res, ...errors} : res ;
} ;
return Object.keys(res).length === 0 ? null : res ;

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 * found in the LICENSE file at https://angular.io/license
 */

import {AbstractControl} from '../model';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

export function normalizeValidator(validator: ValidatorFn | Validator): ValidatorFn {
  if ((<Validator>validator).validate) {
    return (c: AbstractControl) =>
    (<Validator>validator).validate(c) ;
  } else {
    return <ValidatorFn>validator ;
  }
}

export function normalizeAsyncValidator(validator: AsyncValidatorFn | AsyncValidator): AsyncValidatorFn {
  if ((<AsyncValidator>validator).validate) {
    return (c: AbstractControl) =>
    (<AsyncValidator>validator).validate(c) ;
  } else {
    return <AsyncValidatorFn>validator ;
  }
}

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 */

import {Directive, ElementRef, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

export const NUMBER_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => NumberValueAccessor),
  multi: true
};

/**
 * The `ControlValueAccessor` for writing a number value and listening to
 * number input changes.
 *
 * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `NgModel` directives.
 *
 * * @description
 * * The registered callback function called when a change or input event occurs on the input
 * * element.
 * *
 * * @param fn The callback function
 * */
  registerOnChange(fn: (_: number|null) => void): void {
    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };
  }

  /**
   * Sets the "disabled" property on the input element.
   *
   * @param isDisabled The disabled value
   */
  setDisabledState(isDisabled: boolean): void {
    this.disabled = isDisabled ;
  }
}

/**
 * Class used by Angular to track radio buttons. For internal use only.
 */
@Injectable()
export class RadioControlRegistry {
  private _accessors: any[] = [];

  /**
   * @description
   * Adds a control to the
   */
  addControl(control: RadioControlValueAccessor) {
    this._accessors.push(control) ;
  }

  /**
   * @description
   * Removes a control from the
   */
  removeControl(control: RadioControlValueAccessor) {
    const index = this._accessors.indexOf(control) ;
    if (index !== -1) {
      this._accessors.splice(index, 1) ;
    }
  }
}

/**
 * The `ControlValueAccessor` for writing a number value and listening to
 * number input changes.
 *
 * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `NgModel` directives.
 *
 * * @description
 * * The registered callback function called when a change or input event occurs on the input
 * * element.
 * *
 * * @param fn The callback function
 * */
  registerOnChange(fn: (_: number|null) => void): void {
    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };
  }

  /**
   * Sets the "disabled" property on the input element.
   *
   * @param isDisabled The disabled value
   */
  setDisabledState(isDisabled: boolean): void {
    this.disabled = isDisabled ;
  }
}

/**
 * The `ControlValueAccessor` for writing a number value and listening to
 * number input changes.
 *
 * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `NgModel` directives.
 *
 * * @description
 * * The registered callback function called when a change or input event occurs on the input
 * * element.
 * *
 * * @param fn The callback function
 * */
  registerOnChange(fn: (_: number|null) => void): void {
    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };
  }

  /**
   * Sets the "disabled" property on the input element.
   *
   * @param isDisabled The disabled value
   */
  setDisabledState(isDisabled: boolean): void {
    this.disabled = isDisabled ;
  }
}
internal registry. For internal use only.

```typescript
private _isSameGroup(
    controlPair: [NgControl, RadioControlValueAccessor],
    accessor: RadioControlValueAccessor): boolean {
  if (!controlPair[0].control) return false;

  return controlPair[0].parent === accessor._control._parent &&
    controlPair[1].name === accessor.name;
}
```
new Error(`If you define both a name and a formControlName attribute on your radio button, their values must match. Ex: `<input type="radio" formControlName="food" name="food">
  `); 

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import {Directive, ElementRef, Renderer2, StaticProvider, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

export const RANGE_VALUE_ACCESSOR:
  StaticProvider = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: forwardRef(() =>
    RangeValueAccessor),
    multi: true
  };

let host: {
  (change)': 'onChange(Seven.target.value)',
  (input)':'onChange(Seven.value)',
  (blur)':
  'onTouched()';

  providers: [RANGE_VALUE_ACCESSOR]
}

export class RangeValueAccessor
  implements ControlValueAccessor {
  /**
   * The registered callback function called when a change or input event occurs on the input
   * element.
   */
  onChange = (_: any) => {};

  /**
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "value" property on the input element.
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value',
    parseFloat(value));
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: number|null) => void): void {
    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); }
  }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => void) {
    this.onTouched = fn;
  }

  /**
   * Sets the "disabled" property on the range input element.
   */
  setDisabledState(isDisabled:
    boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}

export const FormErrorExamples = {
  formControlName: `
    <div 
    [formGroup]="myGroup">
       <input formControlName="firstName">
    </div>

    In your class:

    this.myGroup = new FormGroup({
       firstName: new FormControl()
    });

  formGroupName: `
    <div 
    [formGroup]="myGroup">
       <div formGroupName="person">
          <input formControlName="firstName">
       </div>
    </div>

    In your class:

    this.myGroup = new FormGroup({
       person: new FormGroup({ firstName: new FormControl() })
    });

  formArrayName: `
    <div 
    [formArrayName]="cityArray.controls; index as i">
       <input [formControlName]="i">
    </div>

    In your class:

    this.cityArray = new FormArray([new FormControl('SF')]);

  ngModelGroup: `<form 
    [formGroup]="myGroup">
       <input [formGroup]="person">
       <input [(ngModel)]="showMoreControls" 
       [ngModelOptions]="{ standalone: true }">
    </form>

    In your class:

    this.myGroup = new FormGroup({
       person: new FormControl('', [Validators.required])
    });

  ngModelWithFormGroup: `
    <div 
    [formGroup]="myGroup">
       <input [formGroupName]="person">
    </div>

    In your class:

    this.myGroup = new FormGroup({
       person: new FormGroup({ firstName: new FormControl('') })
    });

  static

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controlParentException(): void {
    throw new Error(`formControlName must be used with a parent formGroup directive. You'll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class).`);
}

Example: ${Examples.formControlName}

Option 1: Update the parent to be formGroupName (reactive form strategy)

Option 2: Use ngModel instead of formControlName (template-driven strategy)

static ngModelGroupException(): void {
    throw new Error(`formControlName cannot be used with an ngModelGroup parent. It is only compatible with parent\n       that also have a "form" prefix: formGroupName, formArrayName, or formGroupName.

You'll want to add a formGroup\n       and pass it an existing FormGroup instance (you can create one in your class).
}

Example: ${Examples.formGroupName}

Option 1: Update the parent to be formGroupName (reactive form strategy)

Option 2: Use ngModel instead of formGroupName (template-driven strategy)

static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.

Example: ${Examples.formGroupName}

static groupParentException(): void {
    throw new Error(`formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup\n      directive and pass it an existing FormGroup instance (you can create one in your class).

Example: ${Examples.formGroupName}

static arrayParentException(): void {
    throw new Error(`formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup\n       and pass it an existing FormGroup instance (you can create one in your class).

Example: ${Examples.formArrayName}

static disabledAttrWarning(): void {
    console.warn(`It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true\n      when you set up this control in your component class, the disabled attribute will actually be set in the DOM for\n      you. We recommend using this approach to avoid 'changed after checked' errors.

Example: form = new FormGroup({

  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),

  last: new

Example: ${Examples.formControlName}

static ngModelWarning(directiveName: string): void {
    console.warn(`It looks like you're using ngModel on the same form field as ${directiveName}. Support for using the ngModel input property and ngModelChange event with reactive form directives has been deprecated in Angular v6 and will be removed in Angular v7.\n
More information on this, see our API docs here:\nhttps://angular.io/api/forms/${directiveName}#use-with-ngmodel

For more information, see our API docs here:\nhttps://angular.io/api/forms/${directiveName}#use-with-ngmodel

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UsageNotes:

### Using select controls in a reactive form

The following examples show how to use a select control in a reactive form.

```ts
const SELECT_VALUE_ACCESSOR = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => SelectControlValueAccessor),
  multi: true
};

// A select control doesn't have a change event, so we need to:
// - store the value when the input is changed,
// - expose it to the template

interface ControlsValue {
  id: string;
  value: any;
  [attrName: string]: any;
}

class SelectControlValueAccessor implements ControlValueAccessor {
  onTouched = () => {};
  onModelChange = () => {};
  writeValue = (value: ControlsValue) => { this.value = value; };
  registerControl(onTouched: Function, onModelChange: Function) {
    this.onTouched = onTouched;
    this.onModelChange = onModelChange;
  }
}
```
new FormControl();

```
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`
void (\n  this.onChange = (_: any) => {\n    this.onChange = (_: any) => {
      const selected: Array<any> = [];\n      if (_hasOwnProperty('selectedOptions')) {\n        const options: HTMLCollection = _selectedOptions;\n        for (let i = 0; i < options.length; i++) {\n          const opt: any = options.item(i);\n          const val: any = \n            this._getOptionValue(opt.value);\n          selected.push(val);\n        }\n      }\n      // Degrade on IE\n      else {\n        const options: HTMLCollection = _.options;\n        for (let i = 0; i < options.length; i++) {\n          const opt: HTMLCollection = options.item(i);\n          const val: any = this._getOptionValue(opt.value);\n          selected.push(val);\n        }\n      }\n      this.value = selected;\n    }\n  }\n
  /**\n   * @description\n   * Registers a function called when the control is touched.\n   *\n   * @param fn The callback function\n   */\n  registerOnTouched(fn: () => any): void {\n    this.onTouched = fn;\n  }\n
  /**\n   * Sets the "disabled" property on the select input element.\n   *\n   * @param isDisabled The disabled\n   */\n  setDisabledState(isDisabled: boolean): void {\n    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n  }\n
  /** @internal */\n  _registerOption(value: ɵNgSelectMultipleOption): string {\n    const id: string = (this._idCounter++).toString();\n    this._optionMap.set(id, value);\n    return id;\n  }\n
  /** @internal */\n  _getOptionId(value: any): string {\n    for (const id of Array.from(this._optionMap.keys())) {\n      if (this._compareWith(this._optionMap.get(id)!.value, value)) return id;\n    }\n    return null;\n  }\n
  /** @internal */\n  _getOptionValue(valueString: string): any {\n    const id: string = _extractId(valueString);\n    return this._optionMap.has(id) ? this._optionMap.get(id)!.value : valueString;\n  }\n
  /**\n   * @description\n   * Marks `<option>` as dynamic, so Angular can be notified when \n   * options change.\n   *\n   * @see `SelectMultipleControlValueAccessor`\n   */\n  @Directive({selector: 'option'})\n  export class ɵNgSelectMultipleOption implements OnDestroy {\n    // TODO(issue/24571): remove '!'.\n    id!: string;\n    @Input('ngValue')\n    set ngValue(value: any) {\n      if (this._select == null) return;\n      this._value = value;\n      this._setElementValue(_buildValueString(this.id, value));\n      this._select.writeValue(this._select.value);\n    }\n    @Input('value')\n    set value(value: any) {\n      if (this._select) {\n        this._value = value;\n        this._setElementValue(_buildValueString(this.id, value));\n        this._select.writeValue(this._select.value);\n      } else {\n        this._value = value;\n        this._setElementValue(value);\n      }\n    }\n    /**\n     * @description\n     * Lifecycle method called before the directive's instance is destroyed. For \n     * internal use only.\n     */\n    ngOnDestroy(): void {\n      if (this._select) {\n        this._select.writeValue(this._select.value);\n      }\n    }\n  }\n
  export {ɵNgSelectMultipleOption as NgSelectMultipleOption};\n"*/\n
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import {isDevMode, ɵlooseIdentical as looseIdentical} from '@angular/core';

import {FormArray, FormControl, FormGroup} from '../model';
import {Validators} from '../validators';
import {AbstractControlDirective} from './abstract_control_directive';
import {CheckboxControlValueAccessor} from './checkbox_value_accessor';
import {ControlContainer} from './control_container';
import {ControlValueAccessor} from './control_value_accessor';
import {DefaultValueAccessor} from './default_value_accessor';
import {Control} from './control';
import {normalizeAsyncValidator, normalizeValidator} from './normalize_validator';
import {NumberValueAccessor} from './number_value_accessor';
import {RadioControlValueAccessor} from './radio_control_value_accessor';
import {Radio} from './radio';
import {RadioGroup} from './radio_group';
import {RadioValueAccessor} from './radio_value_accessor';
import {RadioValue} from './radio_value';
export function controlPath(name: string | null, parent: ControlContainer): string[] {
  return [...parent.path!, name !]!
}

export function setUpControl(control: FormControl, dir: NgControl): void {
  if (!control) _throwError(dir, 'Cannot find control with');
  if (!dir.valueAccessor) _throwError(dir, 'No value accessor for form control with');

  control.validator = Validators.compose([control.validator!, dir.validator]);
  control.asyncValidator = Validators.composeAsync([control.asyncValidator!, dir.asyncValidator!]);

  dir.valueAccessor!.writeValue(control.value);
  setUpViewChangePipeline(control, dir);
  setUpModelChangePipeline(control, dir);
  dir.unexportObject.valueAccessor.onChange(!isDisabled); (?isDisabled); });

  // re-run validation when validating binding changes, e.g. minlength=3 -> minlength=4
  dir._rawValidators.forEach((validator: Validator | ValidatorFn) => {
    if ((<Validator>validator).registerOnValidatorChange)
      (<Validator>validator).registerOnValidatorChange(() => control.updateValueAndValidity());
  });

  dir._rawAsyncValidators.forEach((validator: AsyncValidator | AsyncValidatorFn) => {
    if ((<Validator>validator).registerOnValidatorChange)
      (<Validator>validator).registerOnValidatorChange(() => control.updateValueAndValidity());
  });

  if (control) control._clearChangeFns();
}

export function composeValidators(validators: Array<Validator | ValidatorFn>): ValidatorFn|null {
  return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;
}

export function composeAsyncValidators(validators: Array<AsyncValidator | AsyncValidatorFn>): AsyncValidatorFn|null {
  return validators != null ? Validators.composeAsync(validators.map(normalizeAsyncValidator)) : null;
}

function setUpFormContainer(
    control: FormGroup | FormArray, dir: AbstractFormGroupDirective | FormArrayName) {
  if (control == null) _throwError(dir, 'Cannot find control with');
  control.validator = Validators.compose([control.validator, dir.validator]);
  control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);
}

function _noControlError(dir: NgControl) {
  return _throwError(dir, 'There is no FormControl instance attached to form control element with');
}

function _throwError(dir: AbstractControlDirective, message: string): void {
  let messageEnd: string;
  if (dir.path!.length > 1) {
    messageEnd = `path: '${dir.path!.join(' -> ')}'`;
  } else if (dir.path ![0]) {
    messageEnd = `name: '${dir.path}'`;
  } else {
    messageEnd = 'unspecified name attribute';
  }
  throw new Error(`${message} ${messageEnd}`);
}

// private helper functions

function normalizeValidator(validator: Validator | ValidatorFn): Validator {
  return <Validator>validator;
}

function normalizeAsyncValidator(validator: AsyncValidator | AsyncValidatorFn): AsyncValidator {
  return <AsyncValidator>validator;
}
```typescript
function _find(control: AbstractControl, path: Array<string|number>| string, delimiter: string): AbstractControl|null {
  if (path == null) return null;

  if (!Array.isArray(path)) {
    path = path.split(delimiter);
  }
  if (Array.isArray(path) && path.length === 0) return null;

  // Not using Array.reduce here due to a Chrome 80 bug:
  // https://bugs.chromium.org/p/chromium/issues/detail?id=1049982
  let controlToFind: AbstractControl|null = control;
  path.forEach((name: string | number) => {
    if (controlToFind instanceof FormGroup) {
      controlToFind = (controlToFind as FormGroup)._find(name, path.slice(1), delimiter);
    }
    if (controlToFind == null) return null;
    controlToFind = controlToFind as any;
  });
  return controlToFind;
}
```

This function is part of the implementation of the `FormGroup` class in Angular, which manages the state of multiple `FormControl`s within a form. It recursively searches for a control by traversing the path specified in the `path` parameter. If the control is not found, it returns `null`. This is a crucial part of the form control lifecycle, allowing for complex form structures to be built and managed dynamically.
controlToFind = controlToFind.controls.hasOwnProperty(name as string) ? controlToFind.controls[name] : null; else if (controlToFind instanceof FormArray) { let controlToFind = controlToFind.at(<number>name) || null; } else { let controlToFind = null; } return controlToFind; }\n\nfunction coerceToAsyncValidator(\n  asyncValidator: AsyncValidatorFn | AsyncValidatorFn[], \n  validatorOrOpts?: ValidatorOrOpts\[], \n  AbstractControlOptions | null): ValidatorFn | VoidFn[] {
  const origAsyncValidator = \n    (isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).validators : \n      validatorOrOpts) as AsyncValidatorFn | VoidFn[];
  return composeAsyncValidators(\n    origAsyncValidator || (isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).asyncValidators : \n      asyncValidator) as AsyncValidatorFn | VoidFn[]);\n}

export type FormHooks = 'change' | 'blur' | 'submit';\n\n/**
* Interface for options provided to an `AbstractControl`.
* 
* @publicApi
*/
export interface AbstractControlOptions {
  /**
   * @description
   * The list of validators applied to a control.
   */
  validators?: ValidatorFn|ValidatorFn[]|null;
  /**
   * @description
   * The list of async validators applied to control.
   */
  asyncValidators?: AsyncValidatorFn|AsyncValidatorFn[]|null;
  /**
   * @description
   * The event name for control to update upon.
   */
  updateOn?: 'change'|'blur'|'submit';
}

/**
* This is the base class for `FormControl`, `FormGroup`, and `FormArray`.
*
* It provides some of the shared behavior that all controls
* and groups of controls have, like running validators, calculating status, and resetting state. It also defines
* the properties that are shared between all sub-classes, like `value`, `valid`, and `dirty`. It shouldn't be
* instantiated directly.
*/
export abstract class AbstractControl {
  /** @internal */
  _pendingDirty !: boolean;

  /** @internal */
  _pendingTouched !: boolean;

  _onCollectionChange = () => {};

  _updateOn !: FormHooks;

  get parent(): FormGroup | FormArray { return this._parent; }

  public readonly value: any;

  constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}

  /**
   * The parent control.
   */
  get parent(): FormGroup | FormArray {
    return this._parent;
  }

  /**
   * A control is `valid` when its `status` is `VALID`.
   *
   * @see `AbstractControl.status`
   *
   * @returns True if the control has passed all of its validation tests, false otherwise.
   */
  get valid(): boolean { return this.status === VALID; }

  /**
   * A control is `invalid` when its `status` is `INVALID`.
   *
   * @see `AbstractControl.status`
   *
   * @returns True if the control has failed at least one validation check.
   */
  get invalid(): boolean { return this.status === INVALID; }

  /**
   * This control is in the midst of conducting a validation check.
   *
   * The current value of the control.
   */
  get currentValue(): any { return this._value; }

  /**
   * For an enabled `FormGroup`, the values of enabled controls as an object
   * with a key-value pair for each member of the group.
   */
  get values(): any { return this._values; }

  /**
   * For a disabled `FormGroup`, the values of all controls as an object
   * with a key-value pair for each member of the group.
   */
  get valuesAsObject(): any { return this._valuesAsObject; }

  /**
   * For an enabled `FormArray`, the values of enabled controls as an array.
   */
  get valuesAsArray(): any { return this._valuesAsArray; }

  /**
   * For a disabled `FormArray`, the values of all controls as an array.
   */
  get valuesAsArrayAsObject(): any { return this._valuesAsArrayAsObject; }

  /**
   * Enqueue a validator or validators for this control.
   *
   * @param validatorOrOpts The function that determines the synchronous validity
   * of this control.
   */
  enqueueValidator(validatorOrOpts?: ValidatorFn | ValidatorFn[], AbstractControlOptions | null) {}

  /**
   * Enqueue an async validator or validators for this control.
   *
   * @param validatorOrOpts The function that determines the asynchronous validity
   * of this control.
   */
  enqueueAsyncValidator(validatorOrOpts?: AsyncValidatorFn | AsyncValidatorFn[], AbstractControlOptions | null) {}

  /**
   * Remove a validator or validators for this control.
   *
   * @param validatorOrOpts The function that determines the synchronous validity
   * of this control.
   */
  removeValidator(validatorOrOpts?: ValidatorFn | ValidatorFn[], AbstractControlOptions | null) {}

  /**
   * Remove an async validator or validators for this control.
   *
   * @param validatorOrOpts The function that determines the asynchronous validity
   * of this control.
   */
  removeAsyncValidator(validatorOrOpts?: AsyncValidatorFn | AsyncValidatorFn[], AbstractControlOptions | null) {}

  /**
   * Subscribe a form control to asynchronous changes.
   *
   * @param asyncValidator The function that determines the asynchronous validity
   * of this control.
   */
  subscribeAsyncValidator(asyncValidator: AsyncValidatorFn | AsyncValidatorFn[], AbstractControlOptions | null) {}

  /**
   * Unsubscribe a form control from asynchronous changes.
   *
   * @param asyncValidator The function that determines the asynchronous validity
   * of this control.
   */
  unsubscribeAsyncValidator(asyncValidator: AsyncValidatorFn | AsyncValidatorFn[], AbstractControlOptions | null) {}

  /**
   * Subscribe to changes.
   */
  subscribeToChanges(\n    changeFn: (\n      \n    ) => \n    any) {}

  /**
   * Unsubscribe from changes.
   */
  unsubscribeFromChanges() {}
has failed one or more of its validation checks.

true otherwise.

get invalid(): boolean {
    return this.status === INVALID;
} // END METHOD

A control is ‘pending’ when its ‘status’ is ‘PENDING’.

// END METHOD

A control is ‘disabled’ when its ‘status’ is ‘DISABLED’.

Disabled controls are exempt from validation checks and

are not included in the aggregate value of their ancestor controls.

// END METHOD

A control is ‘pristine’ if the user has not yet changed the value in the UI.

if the user has not yet changed the value in the UI; compare ‘dirty’.

Programmatic changes to a control’s value do not mark it dirty.

// END METHOD

A control is ‘dirty’ if the user has changed the value in the UI.

if the user has changed the value of this control in the UI; compare ‘pristine’.

Programmatic changes to a control’s value do not mark it dirty.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

public readonly touched: boolean = false;

// END METHOD

true if the user has not yet changed the value in the UI.

true if the user has not yet touched the value in the UI.

true if the user has not been marked as touched.

false.

false.

// END METHOD

A multicasting observable that emits an event every time the value of the control changes, in

true if the UI or programmatically. It also emits an event each time you call enable() or disable() without passing along

emitEvent: false) as a function argument.

// END METHOD

true if the user has not yet changed the value in the UI; compare ‘dirty’.

Programmatic changes to a control’s value do not mark it dirty.

// END METHOD

true if the control has any status other than ‘DISABLED’.

false.

// END METHOD

A control is ‘dirty’. 

A control is `dirty` if the user has not yet changed the value in the UI; compare `dirty`. 

Programmatic changes to a control’s value do not mark it dirty.

// END METHOD

true if the control has any status other than ‘DISABLED’.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

public readonly touched: boolean = false;

// END METHOD

true if the control has not been marked as touched.

false.

// END METHOD

A control is ‘pristine’ if the user has not yet touched the value in the UI.

false.

// END METHOD

true if the user has not yet touched the value in the UI.

false.

// END METHOD

true if the control has any status other than ‘DISABLED’.

false.

// END METHOD

A control is ‘dirty’. 

A control is `dirty` if the user has not yet changed the value in the UI; compare `dirty`.

Programmatic changes to a control’s value do not mark it dirty.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

public readonly touched: boolean = false;

// END METHOD

true if the control has not been marked as touched.

false.

// END METHOD

A control is ‘touched’ if the user has not yet triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control has not been marked as touched.

false.

// END METHOD

A control is ‘pristine’ if the user has not yet changed the value in the UI.

true if the user has not yet changed the value in the UI; compare ‘dirty’.

Programmatic changes to a control’s value do not mark it dirty.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

public readonly touched: boolean = false;

// END METHOD

true if the control has not been marked as touched.

false.

// END METHOD

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

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// END METHOD

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// END METHOD

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A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

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// END METHOD

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A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

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// END METHOD

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A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

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// END METHOD

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// END METHOD

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A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

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// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.

false.

// END METHOD

true if the control is marked as ‘touched’.

A control is marked ‘touched’ once the user has triggered a ‘blur’ event on it.
this._parent.markAsTouched( opts );

/* Marks the control and all its descendant controls as `touched`.
 * * @see `markAsTouched()`
 */

this._forEachChild( (control: AbstractControl) => control.markAsTouched( ) );

/* Marks the control as `untouched`.
 * If the control has any children, also marks all children as `untouched`
 * and recalculates the `touched` status of all parent controls.
 * * @see `markAsTouched()`
 */

markAllAsTouched(): void {
  this.markAsTouched( { onlySelf: true } );

  this._forEachChild((control: AbstractControl) => control.markAllAsTouched( ) );
}

/**
 * Marks the control as `dirty`. A control becomes dirty when
 * the control's value is changed through the UI; compare `markAsTouched`.
 * * @see `markAsTouched()`
 * * @see `markAsUntouched()`
 * * @see `markAsPristine()`
 *
 * @param opts Configuration options that determine how the control emits events after marking is applied.
 * * @see `markAsTouched()`
 * * @see `markAsUntouched()`
 * * @see `markAsPristine()`
 * * @see `markAsDirty()`
 */
markAsDirty( opts: { onlySelf?: boolean } = { } );

this._forEachChild((control: AbstractControl) =>
    control.markAsDirty( { onlySelf: true } ));

/* Marks the control as `pristine`.
 * If the control has any children, marks all children as `pristine`,
 * and recalculates the `pristine` status of all parent controls.
 */
markAsPristine( opts: { onlySelf?: boolean } = { } );

this._forEachChild((control: AbstractControl) =>
    control.markAsPristine( { onlySelf: true } ));

/* Marks the control as `pending`.
 * A control is pending while the control performs async validation.
 * * @see `markAsTouched()`
 * * @see `markAsUntouched()`
 * * @see `markAsPristine()`
 * * @see `markAsDirty()`
 */
markAsPending( opts: { onlySelf?: boolean, emitEvent?: boolean } = { } );

/* Disables the control. This means the control is exempt
 * from validation checks and disabled.
 * * @see `markAsTouched()`
 * * @see `markAsUntouched()`
 */

disable( opts: { onlySelf?: boolean, emitEvent?: boolean } = { } );

this._parent.markAsTouched( opts );
EventEmitter<any>).emit(this.value);  
      (this.statusChanges as EventEmitter<string>).emit(this.status);  
      this._updateAncestors({...opts, skipPristineCheck});  
      this._onDisabledChange.forEach((changeFn) => changeFn(true));  
    }  
  }  
  /**  
   * Enables the control. This means the control is included in validation checks and emits events when marked as untouched.  
   * * `onlySelf`: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.  
   * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is enabled. When false, no events are emitted.  
   * @param opts Configure options that control how the control propagates changes and emits events when marked as untouched.  
   * * `onlySelf`: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.  
   * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is enabled. When false, no events are emitted.  
   * @param opts Configure options that control how the control propagates changes and emits events when marked as untouched.  
   * * `onlySelf`: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.  
   * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is enabled. When false, no events are emitted.  
   * @param opts Configure options that control how the control propagates changes and emits events when marked as untouched.  
   * * `onlySelf`: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.  
   * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is enabled. When false, no events are emitted.  
   */  
  enable(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {  
    // If parent has been marked artificially dirty we don't want to re-calculate the parent's dirtiness based on the children.  
    const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);  
    (this as {status: string}).status = VALID;  
    this._forEachChild((control: AbstractControl) => control.enable({...opts, onlySelf: true}));  
    this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});  
    this._updateAncestors({...opts, skipPristineCheck});  
    this._onDisabledChange.forEach((changeFn) => changeFn(false));  
  }  
  private _updateAncestors(
      opts: {onlySelf?: boolean, emitEvent?: boolean, skipPristineCheck?: boolean}) {  
    if (this._parent && !opts.onlySelf) {  
      this._parent.updateValueAndValidity(opts);  
      if (!opts.skipPristineCheck) {  
        this._parent._updatePristine();  
      }  
      this._parent._updateTouched();  
    }  
  }  
  /**  
   * Sets the parent of the control  
   */  
  setParent(parent: FormGroup|FormArray): void {  
    this._parent = parent;  
  }  
  /**  
   * Sets the value of the control. Abstract method (implemented in sub-classes).  
   */  
  abstract setValue(value: any, options?: Object): void;  
  /**  
   * Patches the value of the control. Abstract method (implemented in sub-classes).  
   */  
  abstract patchValue(value: any, options?: Object): void;  
  /**  
   * Resets the control. Abstract method (implemented in sub-classes).  
   */  
  abstract reset(value?: any, options?: Object): void;  
  /**  
   * Recalculates the value and validation status of the control. By default, it also updates the value and validity of its ancestors.  
   */  
  private _setInitialStatus() {  
    (this as {status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;  
  }  
  private _runValidator(): ValidationErrors|null {  
    return this.validator ? this.validator(this) : null;  
  }  
  private _runAsyncValidator(emitEvent?: boolean): void {  
    if (this.asyncValidator) {  
      (this as {status: string}).status = PENDING;  
      const obs = toObservable(this.asyncValidator(this));  
      this.asyncValidationSubscription = obs.subscribe((errors: ValidationErrors | null) => this.setErrors(errors, {emitEvent}));  
    }  
  }  
  private _cancelExistingSubscription(): void {  
    if (this._asyncValidationSubscription) {  
      this._asyncValidationSubscription.unsubscribe();  
    }  
  }  
  /**  
   * Sets errors on a form control when running validations manually, rather than automatically.  
   */  
  private setErrors(errors: ValidationErrors | null) {  
    if (this._allControlsDisabled() && !DISABLED) {  
      this.status = errors.length ? VALID : errors.length === 0 ? PENDING : DISABLED;  
    }  
  }  
}
control.

```typescript
function get(path: string): any {
    const control = path ? this.get(path) : this;
    return control && (control as AbstractControl || error) ?
        control.errors || error : null;
}
```

Reports error data for the control or error as specified. If the control or error specified is not found, null is returned.

```typescript
function getError(errorCode: string, path?: Array<string | number> | string): any {
    const control = path ? this.get(path) : this;
    return control && (control as AbstractControl || error) ?
        control.errors ? control.errors[errorCode] : null;
}
```

Reports error data for the control with the given path that designates how to move from the current control to the control that should be queried for errors.

```typescript
function setErrors(errors: ValidationErrors | null, opts: {emitEvent?: boolean} = {}): void {
    (this as {errors: ValidationErrors | null}).errors = errors;
    this._updateControlsErrors(opts.emitEvent !== false);
}
```

Sets the errors for the control with the given path that designates how to move from the current control to the control that should be set.

```typescript
function hasError(errorCode: string, path?: Array<string | number> | string): boolean {
    return !!this.getError(errorCode, path);
}
```

Checks for the error on the current control that should be queried for errors.

```typescript
function get(path: string): any {
    const control = path ? this.get(path) : this;
    return control && (control as AbstractControl || error) ?
        control.errors || error : null;
}
```

Reports error data for the control or error specified. If the control or error specified is not found, null is returned.

```typescript
function setErrors(errors: ValidationErrors | null, opts: {emitEvent?: boolean} = {}): void {
    (this as {errors: ValidationErrors | null}).errors = errors;
    this._updateControlsErrors(opts.emitEvent !== false);
}
```

Sets the errors for the control with the given path that designates how to move from the current control to the control that should be set.

```typescript
function hasError(errorCode: string, path?: Array<string | number> | string): boolean {
    return !!this.getError(errorCode, path);
}
```

Checks for the error on the current control that should be queried for errors.
```typescript
as{pristine: boolean}).pristine = !this._anyControlsDirty();

    if (this._parent && !opts.onlySelf) {

      this._parent._updatePristine(opts);
    }

  }

  /** @internal */
  _updateTouched(opts: {onlySelf?: boolean} = {}): void {
    (this as{touched: boolean}).touched = this._anyControlsTouched();

    if (this._parent && !opts.onlySelf) {
      this._parent._updateTouched(opts);
    }
  }

  /** @internal */
  _onDisabledChange:
  Function[] = [];
this._setUpdateStrategy(validatorOrOpts);

this.updateValueAndValidity({onlySelf: true, emitEvent: false});

this._initObservables();

/*\n * Sets a new value for the form control.
 * *\n * @param value The new value for the control.
 * @param options Configuration options that determine how the control propagates changes\n * and emits events when the value changes.
 * *\n * The configuration options are passed to the {\link AbstractControl#updateValueAndValidity\n * updateValueAndValidity} method.
 * *\n * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
 * *\n * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.
 * *\n * When false, no events are emitted.
 * *\n * `emitViewToModelChange`: When true or not supplied (the default), each change triggers an event to update the view.
 * *\n * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
 * *\n * `emitViewToModelChange`: When true or not supplied (the default), each change triggers an event to update the model.
 * *\n * `setValue(value: any, options: {onlySelf?: boolean, emitEvent?: boolean})`:
 * *\n * resets the form control, marking it `pristine` and `untouched`, and setting the value to null.
 * *\n * `patchValue(value: any, options: {onlySelf?: boolean, emitEvent?: boolean})`:
 * *\n * sets a new value for a control.
 * *\n * This function is functionally the same as {\link FormControl#setValue setValue} at this level.
 * *\n * `reset(formState: any = null, options: {onlySelf?: boolean, emitEvent?: boolean})`:
 * *\n * resets the form control with an initial value, or an object that defines the initial value and disabled state.
 * *\n * `registerOnChange(fn: Function)`:
 * *\n * registers a listener for change events.
 * *\n * `registerOnDisabledChange(fn: (isDisabled: boolean) => void)`:
 * *\n * registers a listener for disabled events.
 * *\n * `markAsDirty()`:
 * *\n * marks the control as dirty.
 * *\n * `markAsTouched()`:
 * *\n * marks the control as touched.
 * *\n * `markAsPristine()`:
 * *\n * marks the control as pristine.
 * *\n * `markAsUntouched()`:
 * *\n * marks the control as untouched.
 * *\n * `markAsDirtyOrUntouched()`:
 * *\n * marks the control as dirty or untouched.
 * *\n * `markAsCollectionChange()`:
 * *\n * marks the control as a collection change.
 * *\n * `markAsBoxedValue()`:
 * *\n * marks the control as boxed value.
 * *\n * `markAsCollectionEdit()`:
 * *\n * marks the control as a collection edit.
 * *\n * `markAsBoxedEdit()`:
 * *\n * marks the control as boxed edit.
 * *\n * `markAsBoxedValueOrEdit()`:
 * *\n * marks the control as boxed value or edit.
 * *\n * `markAsModelEdit()`:
 * *\n * marks the control as model edit.
 * *\n * `markAsModelValue()`:
 * *\n * marks the control as model value.
 * *\n * `markAsComponentEdit()`:
 * *\n * marks the control as component edit.
 * *\n * `markAsComponentValue()`:
 * *\n * marks the control as component value.
 * *\n * `markAsDirtyOrUntouchedOrBoxedValueOrEdit()`:
 * *\n * marks the control as dirty or untouched or boxed value or edit.
 * *\n * `markAsModelValueOrBoxedValueOrEdit()`:
 * *\n * marks the control as model value or boxed value or edit.
 * *\n * `markAsCollectionEditOrBoxedValueOrEdit()`:
 * *\n * marks the control as collection edit or boxed value or edit.
 * *\n * `markAsBoxedEditOrModelEditOrBoxedValueOrEdit()`:
 * *\n * marks the control as boxed edit or model edit or boxed value or edit.
 * *\n * `markAsCollectionChangeOrBoxedValueOrEdit()`:
 * *\n * marks the control as collection change or boxed value or edit.
 * *\n * `markAsBoxedEditOrModelValueOrBoxedValueOrEdit()`:
 * *\n * marks the control as boxed edit or model value or boxed value or edit.
 * *\n * `markAsCollectionEditOrBoxedValueOrModelValueOrBoxedValueOrEdit()`:
 * *\n * marks the control as collection edit or boxed value or model value or boxed value or edit.
 * *\n * `markAsBoxedEditOrModelValueOrBoxedValueOrCollectionChangeOrBoxedValueOrEdit()`:
 * *\n * marks the control as boxed edit or model value or boxed value or collection change or boxed value or edit.
 * *\n * `markAsDirtyOrUntouchedOrBoxedValueOrEditOrModelValueOrBoxedValueOrEdit()`:
 * *\n * marks the control as dirty or untouched or boxed value or edit or model value or boxed value or edit.
 * *\n * `markAsCollectionChangeOrBoxedValueOrEditOrModelValueOrBoxedValueOrEdit()`:
 * *\n * marks the control as collection change or boxed value or edit or model value or boxed value or edit.
invalid, the entire group becomes invalid. `FormGroup` is one of the three fundamental building blocks used to define forms in Angular, along with `FormControl` and `FormArray`. When instantiating a `FormGroup`, pass in a collection of child controls as the first argument. The key for each child registers the name for the control. You include group-level validators as the second arg, or group-level async validators as the third arg. These come in handy when you want to perform validation that considers the value of more than one child control. You choose to pass in validators and async validators as part of an options object. You can set the updateOn property for all controls in a form group. The options object is used to set a default value for each child control’s `updateOn` property. If you set `updateOn` to `blur` at the group level, all child controls default to `blur`, unless the child has explicitly specified a different `updateOn` value.

```ts
const c = new FormGroup({
  one: new FormControl()
}, { updateOn: 'blur' });
```
Reports false for disabled controls. If you’d like to check for existence in the group
only, use `{@link AbstractControl#hasOwnProperty(controlName) instead.}@param controlName The control name to check for existence in the collection.
@returns false for disabled controls, true otherwise.

Sets the value of the `FormGroup`. It accepts an object that matches the structure of the group, with control names as keys.

### Set the complete value for the form group

```typescript
const form = new FormGroup({
  first: new FormControl(),
  last: new FormControl()
});

form.setValue({
  first: 'Nancy',
  last: 'Drew'
});
```

When false, no events are emitted.

Options:
* `onlySelf`: When true, each change only affects this control, and not its parent.
* `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.

When false, no events are emitted.

Configuration options that determine how the control propagates changes and emits events after the value changes.

The configuration options are passed to the `{@link AbstractControl#updateValueAndValidity method.

Patch the value for a form group

### Patch the value for a form group

```typescript
const form = new FormGroup({
  first: new FormControl('first name'),
  last: new FormControl('last name')
});

form.patchValue({first: 'Nancy'});
```

### Reset the form group values

When true, each change only affects this control and not its parent.

Reset the `FormGroup`, marks all descendants are marked `pristine` and `untouched`, and the value of all descendants to null.

You reset to a specific form state by passing in a map of states that matches the structure of your form, with control names as keys. The state is a standalone value or a form state object with both a value and a disabled status.

 Resets the control with an initial value, or an object that defines the initial value and disabled state.

When false, no events are emitted.

The configuration options are passed to the `{@link AbstractControl#updateValueAndValidity method.

### Reset the form group values

```typescript
FormGroup.first;
```

```typescript
new FormGroup({
  first: new FormControl()
});
```

```typescript
new FormControl()
```

### Reset the form group values
The two types of validators are passed in separately as the second and third argument to `formControl.setValidator()`, or together as part of the options object.

```typescript
const arr = new FormArray([new FormControl('Nancy'), new FormControl('Drew')]);
```

### Create a form array with array-level validators

You include array-level validators and async validators. These come in handy when you want to perform validation that considers the value of more than one child control.

```typescript
console.log(arr.value); // ['Nancy', 'Drew']
console.log(arr.status); // 'VALID'
```

### Create an array of form controls

```typescript
const arr = new FormArray([new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew')]);
```

### Reset the form group values and disabled status

```typescript
form.reset({ first: 'name', last: 'last name' });
form.reset({ first: 'name', last: 'last name' });
fundamental building blocks used to define forms in Angular, including any disabled controls.

### Reset form group

```typescript
form.reset({ first: 'name', last: 'last name' });
fundamental building blocks used to define forms in Angular, including any disabled controls.

### Reset form group

```typescript
form.reset({ first: 'name', last: 'last name' });
```
FormControl('Drew')

<table>
<thead>
<tr>
<th>FormControl('Drew')</th>
<th>validators: myValidator, asyncValidators: myAsyncValidator()</th>
</tr>
</thead>
</table>

---

Set the `updateOn` property for all controls in a form array. The `updateOn` property is used to set a default value for each control. If you set `updateOn` to `blur` at the array level, all child controls default to `blur`, unless the child has explicitly specified a different `updateOn` value.

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

Adding or removing controls from a form array

To change the controls in the array, use the `push`, `insert`, `removeAt` or `clear` methods in `FormArray` itself. These methods ensure the controls are properly tracked in the form hierarchy. Do not modify the array of `AbstractControl` objects to instantiate the `FormArray` directly, as that result in strange and unexpected behavior such as broken change detection.

---

### Set the updateOn property for all controls in a form array

The options object is used to set a default value for each control's `updateOn` property. If you set `updateOn` to `blur` at the array level, all child controls default to `blur`, unless the child has explicitly specified a different `updateOn` value.

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

---

### Adding or removing controls from a form array

An array of controls is given a new index where it is registered. Each control is a synchronous validator object, or an array of such functions, or an `AbstractControlOptions` object that contains validation functions and a validation trigger.

---

Export class FormArray extends AbstractControl.

---

FormArray extends AbstractControl

---

This extends the `AbstractControl` class by adding methods for adding, removing, and manipulating a group of child controls.

---

FormArray extends AbstractControl

---

This extends the `AbstractControl` class by adding methods for adding, removing, and manipulating a group of child controls.

---

FormArray extends AbstractControl

---

This extends the `AbstractControl` class by adding methods for adding, removing, and manipulating a group of child controls.
boolean} = {}): void {
    this._checkAllValuesPresent(value); value.forEach((newValue: any, index: number) => {
      this._throwIfControlMissing(index); this.at(index).setValue(newValue, {onlySelf: true, emitEvent: options.emitEvent});
    });
    this.updateValueAndValidity(options);
  }

  /**
   * Patches the value of the `FormArray`. It accepts an array that matches the structure of the control, and does its best to match the values to the correct controls in the group.
   * It accepts both super-sets and sub-sets of the array without throwing an error.
   * @usageNotes * **`onlySelf`**: When true, each change only affects this control, and not its parent. Default is false.
   * **`emitEvent`**: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.
   * The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity } method.
   * @param value Array of latest values for the controls
   * @param options Configure options that determine how the control propagates changes and emits events after the value changes.
   * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
   * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.
   * When false, no events are emitted.
   * The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity } method.
   * @param value Array of latest values for the controls
   * @param options Configure options that determine how the control propagates changes and emits events after the value changes.
   * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
   * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.
   */
  patchValue(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    value.forEach((newValue: any, index: number) => {
      if (this.at(index)) {
        this.at(index).patchValue(newValue, {onlySelf: true, emitEvent: options.emitEvent});
      }
    });
    this.updateValueAndValidity(options);
  }

  /**
   * Resets the `FormArray` and all descendants are marked `pristine` and `untouched`, and the value of all descendants to null or null maps.
   * @usageNotes * **`onlySelf`**: When true, each change only affects this control, and not its parent. Default is false.
   * **`emitEvent`**: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is reset.
   * When false, no events are emitted.
   * The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity } method.
   * @param value Array of latest values for the controls
   * @param options Configure options that determine how the control propagates changes and emits events after the value changes.
   * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
   * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is reset.
   */
  reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    this._forEachChild((control: AbstractControl, index: number) => control.reset(value[index], {onlySelf: true, emitEvent: options.emitEvent}));
    this._updatePristine(options);
    this._updateTouched(options);
    this.updateValueAndValidity(options);
  }

  /**
   * The aggregate value of the array, including any disabled controls.
   * `onlySelf` Reports all values regardless of disabled status.
   * For enabled controls only, the `value` property is the best way to get the value of the array.
   * @usageNotes * **`onlySelf`**: When true, each change only affects this control, and not its parent. Default is false.
   * @param value Array of latest values for the controls
   * @param options Configure options that determine how the control propagates changes and emits events after the value changes.
   * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
   */
  getRawValue(): any[] {
    return this.controls.map((control: AbstractControl) => {
      return control instanceof FormControl ? control.value : (<any>control).getRawValue();
    });
  }

  /**
   * Remove all controls in the `FormArray`.
   */
  clear(): void {
    if (this.controls.length < 1) return;
    this._forEachChild((control: AbstractControl) => control._registerOnCollectionChange(() => {}));
    this.controls.splice(0);
    this.updateValueAndValidity();
  }

  /** @internal */
  _syncPendingControls():
boolean {
  let subtreeUpdated = this.controls.reduce((updated: boolean, child: AbstractControl) => {
    return subtreeUpdated && child._syncPendingControls() ? true : updated;
  }, false);
  if (subtreeUpdated) {
    this.updateValueAndValidity({ onlySelf: true });
    return subtreeUpdated;
  }
}

/** @internal */
thrownIfControlMissing(index: number): void {
  if (!this.controls.length) {
    throw new Error(`Cannot find form control at index $({index})`);
  }
}

/** @internal */
private _checkAllValuesPresent(value: any): void {
  this.controls.forEach((control: AbstractControl, i: number) => {
    if (value[i] === undefined) {
      throw new Error(`Must supply a value for form control at index: ${i}.`);
    }
  });
}

/** @internal */
_allControlsDisabled(): boolean {
  for (const control of this.controls) {
    if (control.enabled) return false;
  }
  return this.controls.length > 0 || this.disabled;
}

/** @internal */
_anyControls(condition: Function): boolean {
  return this.controls.some((control: AbstractControl) => condition(control));
}

/** @internal */
_setUpControls(): void {
  this._forEachChild((control: AbstractControl) => this._registerControl(control));
}

/** @internal */
_setUpFormContainer(control: AbstractControl): void {
  control.setParent(this);
  control._registerOnCollectionChange(this._onCollectionChange);
}

import {AfterViewInit, Directive, EventEmitter, Inject, Input, Optional, Self, forwardRef} from '@angular/core';

import {AbstractControl, FormControl, FormGroup, FormHooks} from '../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';

import {ControlContainer} from './control_container';
import {Form} from './form_interface';
import {NgControl} from './ng_control';
import {NgModel} from './ng_model';
import {NgModelGroup} from './ng_model_group';
import {composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer, syncPendingControls} from './shared';

export const formDirectiveProvider = {
  provide: ControlContainer,
  useExisting: forwardRef(() => NgForm)
};

const resolvedPromise = () => Promise.resolve(null);

/**
 * @description
 * Creates a top-level `FormGroup` instance and binds it to a form to track aggregate form value and validation status.
 *
 * As soon as you import the `FormsModule`, this directive becomes active by default on all `<form>` tags. You don't need to add a special selector. You can use it or not, but be sure to include the `FormsModule` in your imports. This directive wraps the form, giving you access to the aggregate value and validity status of the form, as well as user interaction properties like `dirty` and `touched`.

 * To register child controls with the form, use the `NgModel` directive. You may use `NgModelGroup` to create sub-groups within the form.

 * The `NgSubmit` event emits the original form submission event, allowing you to handle form submissions outside the Angular framework.

 * In template-driven forms, all `<form>` tags are automatically tagged as `NgForm`.

 * In reactive forms, `NgModelGroup` directives can be used to create sub-groups within the form.

 * The `NgSubmit` event can be used to submit the form directly from the template, bypassing the Angular form pipeline.

 * In template-driven forms, all `<form>` tags are automatically tagged as `NgForm`.

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 * In template-driven forms, all `<form>` tags are automatically tagged as `NgForm`.

 * In reactive forms, `NgModelGroup` directives can be used to create sub-groups within the form.

 * The `NgSubmit` event can be used to submit the form directly from the template, bypassing the Angular form pipeline.
Angular automatically adds the `novalidate` attribute on any `<form>` whenever `FormModule` or `ReactiveFormsModule` are imported into the application. If you want to explicitly enable native DOM validation UI with Angular forms, you can add the `ngNativeValidate` attribute to the `<form>` element:

```html
<form ngNativeValidate>
  ...
</form>
```

If you want to explicitly enable native DOM validation UI with Angular forms, you can add the `ngNativeValidate` attribute to the `<form>` element:

```html
<form ngNativeValidate>
  ...
</form>
```

@ngModule FormsModule

@publicApi
```typescript
@Directive({
  selector: 'form:not([ngNoForm]):not([formGroup]),ng-form,[ngForm]',
  providers: [formDirectiveProvider],
  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},
  outputs: ['ngSubmit'],
  exportAs: 'ngForm'
})
export class NgForm extends ControlContainer implements Form,
```
instance.

* @param value The new value for the directive's control.

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* @param value The new value for the directive's control.

* @param value The new value for the directive's control.
Error(`
      ngModel cannot be used to register form controls with a parent formGroupName or formArrayName
      directive.`)

Option 1: Use formControlName instead of ngModel (reactive strategy):

`{Examples.formGroupName}

Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):

`{Examples.ngModelGroup}

`|throw new Error(`

`If ngModel is used within a form tag, either the name attribute must be set or the form
      control must be defined as 'standalone' in ngModelOptions.

Example 1: <input [(ngModel)]="person.firstName"
      name="first">

Example 2: <input [(ngModel)]="person.firstName" [ngModelOptions]="{standalone: true}">

`|throw new Error(`

`If ngModel is used within a form tag, either the name attribute must be set or the form
      control must be defined as 'standalone' in ngModelOptions.

Example 1: <input [(ngModel)]="person.firstName"
      name="first">

Example 2: <input [(ngModel)]="person.firstName" [ngModelOptions]="{standalone: true}">

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UsageNotes

### Consuming controls in a grouping

The following example shows you how to combine controls together in a sub-group of the form's full value. If you need direct access, export the directive into a local variable using `ngModelGroup` (ex: `#myGroup="ngModelGroup"`).

UsageNotes

### Consuming controls in a grouping

The following example shows you how to combine controls together in a sub-group of the form's full value. If you need direct access, export the directive into a local variable using `ngModelGroup` (ex: `#myGroup="ngModelGroup"`).
Open Source Used In MSX Enterprise Access Service Pack 3.9.0  4427

```typescript
formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => NgModel)
};

/**
 * `ngModel` forces an additional change detection run when its inputs change:
 * E.g.: `*ngModel` * * `*ngModel` forces an additional change detection run when its inputs change:
 * `*ngModel` * * `*ngModel` forces an additional change detection run when its inputs change:
 * `*ngModel` * * `*ngModel` forces an additional change detection run when its inputs change:
 * `*ngModel` * * `*ngModel` forces an additional change detection run when its inputs change:
 */

const resolvedPromise = (() =>
  Promise.resolve(null))();

/**
 * @description
 * Creates a `FormControl` instance from a domain model and
 * binds it\n * to a form control element.\n * The `FormControl` instance tracks the value, user interaction, and\n * validation status of the control and keeps the view synced with the model. If used\n * within a parent form, the directive also registers itself with the form as a child\n * control.\n * This directive is used by itself or as part of a larger form. Use the\n * `*ngModel` selector to activate it.\n * It accepts a domain model as an optional `*Input`.\n * If you have a one-way binding\n * to `*ngModel` with `[]` syntax, changing the value of the domain model in the\n * component\n * class sets the value in the view. If you have a two-way binding with `[]()` syntax\n * (also known as\n * `banana-box syntax`), the value in the UI always syncs back to the domain model in your class.\n * To\n * inspect the properties of the associated `FormControl` (like validity state),\n * export the directive into a local\n * template variable using `*ngModel` as the key (ex: `*myVar="*ngModel\n *\n *\n *\n *\n *\n *\n *\n *\n *\n *\n */

@Directive({
  selector:
    `[ngModel]:not([formControlName]):not([formControl])`
    providers: formControlBinding,
    exportAs: `*ngModel`
})
export class NgModel extends NgControl implements OnChanges,
    OnDestroy {
  public
    readonly control: FormControl = new FormControl();

  // At runtime we coerce arbitrary values assigned to the
  // disabled\n  // input to a `false`.\n  // This is not reflected in the type of the property because outside of templates,
  // consumers\n  // should only deal with booleans. In templates, a string is allowed for convenience and to\n  // match the
  // native `disabled attribute\n  // semantics which can be observed on input elements.\n  // This static member tells the
  // compiler that values of type `string\n  can also be assigned\n  // to the input in a template.\n */
```
Open Source Used In MSX Enterprise Access Service Pack 3.9.0
boolean {
  return !this._parent || !(this.options && this.options.standalone);
}

private _setUpStandalone(): void {
  setUpControl(this.control, this);
}

this.control.updateValueAndValidity({emitEvent: false});

private _checkForErrors(): void {
  if (!this.isStandalone()) {
    this._checkParentType();
  }
}

this._checkName();

private _checkParentType(): void {
  if (!(this._parent instanceof NgModelGroup) &&
    !(this._parent instanceof AbstractFormGroupDirective)) {
    TemplateDrivenErrors.formGroupNameException();
  } else if (/*(this._parent instanceof NgModelGroup) &&
    !(this._parent instanceof NgForm)*/) {
    TemplateDrivenErrors.modelParentException();
  }
}

private _checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;

  if (!this.isStandalone() && !this.name) {
    TemplateDrivenErrors.missingNameException();
  }
}

private _updateValue(value: any): void {
  resolvedPromise.then(() => {
    this.control.setValue(value, {emitViewToModelChange: false});
  });
}

private _updateDisabled(changes: SimpleChanges) {
  const disabledValue = changes['isDisabled'].currentValue;

  const isDisabled = disabledValue === '' || (disabledValue && 
    disabledValue !== 'false');

  const isDisabled =
    changes['isDisabled'].currentValue;

  resolvedPromise.then(() => {
    if (isDisabled && !this.control.disabled) {
      this.control.disable();
    } else if (!isDisabled && this.control.disabled) {
      this.control.enable();
    }
  });
}

/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Directive} from '@angular/core';

/**
 * @description
 * * Syncs a standalone `FormControl` instance to a form control element.
 * 
 * @see [Reactive Forms Guide](guide/reactive-forms)
 * @see `FormControl`
 * @see `AbstractControl`
 *
 * @usageNotes
 *
 * ### Registering a single form control
 * 
 * The following examples shows how to register a standalone control and set its value.
 *
 * ```ts
 * this.value = 'some value';
 * ```
 *
 * This has been deprecated for a few reasons. First, developers have found
 * this pattern confusing. It seems like the actual `ngModel` directive is being used, but in fact it
 * an input/output property named `ngModel` on the reactive form directive that simply
 * approximates (some of) its
behavior. Specifically, it allows getting/setting the value and intercepting value events. However, some of `ngModel`’s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply don’t work, which has understandably caused some confusion. In addition, this pattern mixes template-driven and reactive forms strategies, which we generally don’t recommend because it doesn’t take advantage of the full benefits of either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in the class removes the convenience of defining forms in the template. To update your code before support is removed, you’ll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives. After (choice 1 - use reactive forms):

```html
<input [formControl]="control">
```

```ts
this.control.setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)]="value">
```

```ts
this.value = 'some value';
```

By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
imports: [ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})],
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config of `\'always\'`. This may help to track down where in the code the pattern is being used as the code is being updated.

The `FormControl` instance bound to the directive: `FormControlDirective` extends NgControl implements OnChanges { `TODO(issue/24571): remove` ! @Input(`formControl`) form: FormControl; @Input(`disabled`) set isDisabled(isDisabled: boolean) { ReactiveErrors.disabledAttrWarning(); } @Output(`ngModelChange`) update = new EventEmitter(); }

A lifecycle method called when the directive’s inputs change. For internal use only:

```ts
ngOnChanges(changes: SimpleChanges): void {
  this.ngModelWarningSent = false;
  constructor(@Optional() @Self() @Inject(NG_VALIDATORS) validators: Array<Validator|ValidatorFn>, @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: Array<AsyncValidator|AsyncValidatorFn>, @Optional() @Self() @Inject(NG_VALUE_ACCESSOR) valueAccessors: ControlValueAccessor[], @Optional() @Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING) private _ngModelWarningConfig: string|null) {
    super();
    this._rawValidators = validators || [];
    this._rawAsyncValidators = asyncValidators || [];
    this.valueAccessor = selectValueAccessor(this, valueAccessors);
    _ngModelWarning('formControl', FormControlDirective, this, this._ngModelWarningConfig);
    this.form.setValue(this.model);
    this.viewModel = this.model;
  }

  /**
   * Returns an array that represents the path from the top-level form to this control.
   * Each index is the string name of the control on that level.
   */
  get path(): string[] { return []; }
```
* @description
  * Synchronous validator function composed of all the synchronous validators
  * registered with this directive.
  *
  * @param this
  * @return
  * @get validator(): ValidatorFn|null
  * return composeValidators(this._rawValidators);
  */
  get validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }

  /**
   * @description
   * Async validator function composed of all the async validators registered with this
   * directive.
   *
   * @param this
   * @return
   * get asyncValidator(): AsyncValidatorFn|null
   * return composeAsyncValidators(this._rawAsyncValidators);
   */
  get asyncValidator(): AsyncValidatorFn|null { return composeAsyncValidators(this._rawAsyncValidators); }

  /**
   * @description
   * The `FormControl` bound to this directive.
   *
   * @param this
   * @return
   * @get control(): FormControl
   * return this.form;
   */
  get control(): FormControl { return this.form; }

  /**
   * @description
   * Sets the new value for the view model and emits an
   * `ngModelChange` event.
   *
   * @param newValue
   * @return
   * viewToModelUpdate(newValue: any): void
   * this.viewModel = newValue;
   * this.update.emit(newValue);
   */
  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  /**
   * @description
   * Tracks the list of added `FormControlName` instances
   *
   * @param this
   * @return
   * @get directives(): FormControlName[]
   * return (this.directives = []);
   */
  directives: FormControlName[] = [];

  /**
   * @description
   * Returns an array representing the path to this group. Because this
directive
   * always lives at the top level of a form, it always an empty array.
   *
   * @param this
   * @return
   * @get path(): string[]
   * return [];
   */
  path: string[] = [];

  /**
   * @description
   * Reports whether the form submission has been triggered.
   *
   * @param this
   * @return
   * submitted: boolean = false;
   */
  submitted: boolean = false;

  /**
   * @description
   * Returns the `FormGroup` bound to this directive.
   *
   * @param this
   * @return
   * form: FormGroup
   * return this.form;
   */
  form: FormGroup = null !;
**Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.**

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormControlName' directive instance.
 * @returns {FormControl}
 */
addControl(dir: FormControlName): FormControl {
  const ctrl = this.form.get(dir.path);
  setUpControl(ctrl, dir);
  return ctrl;
}
```

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormGroupName' directive instance.
 * @returns {FormGroup}
 */
addFormGroup(dir: FormGroupName): FormGroup {
  const form = this.form.get(dir.path);
  setUpFormContainer(form, dir);
  return form;
}
```

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormArrayName' directive instance.
 * @returns {FormArray}
 */
addFormArray(dir: FormArrayName): FormArray {
  const form = this.form.get(dir.path);
  setUpFormContainer(form, dir);
  return form;
}
```

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormControlName' directive instance.
 * @returns {FormControl}
 */
updateModel(dir: FormControlName, value: any): FormControl {
  const ctrl = this.form.get(dir.path);
  ctrl.setValue(value);
}
```

```typescript
/**
 * @description
 * Method called with the 'submit' event is triggered on the form.
 * Triggers the 'ngSubmit' emitter to emit the 'submit' event as its payload.
 * @param $event The 'submit' event object
 */
onSubmit($event: Event): boolean {
  this.submitted = true;
  syncPendingControls(this.form, this.directives);
  this.ngSubmit.emit($event);
  return false;
}
```

```typescript
/**
 * @description
 * Method called when the 'reset' event is triggered on the form.
 */
onReset(): void {
  this.resetForm();
}
```

```typescript
/**
 * @description
 * Resets the form to an initial value and resets its submitted status.
 * @param value The new value for the form.
 */
resetForm(value: any = undefined): void {
  this.form.reset(value);
  this.submitted = false;
}
```

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormControlName' directive instance.
 * @returns {FormControl}
 */
getControl(dir: FormControlName): FormControl {
  return this.form.get(dir.path);
}
```

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormGroupName' directive instance.
 * @returns {FormGroup}
 */
getFormGroup(dir: FormGroupName): FormGroup {
  return this.form.get(dir.path);
}
```

```typescript
/**
 * @description
 * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
 * @param dir The 'FormArrayName' directive instance.
 * @returns {FormArray}
 */
getFormArray(dir: FormArrayName): FormArray {
  return this.form.get(dir.path);
}
```
OnInit, Optional, Self, SkipSelf, forwardRef) from '@angular/core';

import { FormGroup } from './model';

import { NG_ASYNC_VALIDATORS, NG_VALIDATORS } from './validators';

import { Abstract FormGroupDirective } from './abstractFormGroupDirective';

import { ControlContainer } from './controlContainer';

import { ReactiveErrors } from './reactiveErrors';

import { composeAsyncValidators, composeValidators } from '../shared';

import { AsyncValidatorFn, ValidatorFn } from '../validators';

import { FormGroupDirective } from './formGroupDirective';

export const formGroupNameProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => FormGroupName)
};

/**
 * @description
 *
 * Syncs a nested `FormGroup` to a DOM element.
 *
 * This directive can only be used with a parent `FormGroupDirective`.
 *
 * It accepts the string name of the nested `FormGroup` to link, and
 * looks for a `FormGroup` registered with that name in the parent
 *
 * `FormGroup` instance you passed into `FormGroupDirective`.
 *
 * Use nested form groups to validate a sub-group of an
 *
 * form separately from the rest or to group the values of certain
 * controls into their own nested object.
 *
 * **The following example uses the`SharedModule` method to access the
 *  instance of the `FormGroup` bound to the directive.
 *
 * **The name corresponds
 *  to a key in the parent `FormGroup` or `FormArray`.
 *
 * Accepts a name as a string or a number.
 *
 * The name in the form of a string is useful for individual forms,
 *
 * while the numerical form allows for form groups to be bound
 *
 * to indices when iterating over groups in a `FormArray`.
 *
 * **The following example registers a nested `FormGroup` within an existing
 *
 * `FormGroup`,
 *
 * and provides methods to retrieve the nested `FormGroup` and individual controls.
 *
 * **The following example registers a nested `FormGroup` within an existing
 *
 * `FormGroup`,
 *
 * and provides methods to retrieve the nested `FormGroup` and individual controls.
 *
 * The following example fetches a nested `FormGroup` from the parent
 *
 * `FormGroup` or `FormArray`.
 *
 * Accepts a name as a string or a number.
 *
 * The name in the form of a string is useful for individual forms,
 *
 * while the numerical form allows for form groups to be bound
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 * to indices when iterating over groups in a `FormArray`.
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 * **The following example registers a nested `FormGroup` within an existing
 *
 * `FormGroup`,
```
@Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]],
@Optional() @Self() @Inject(NG_VALIDATORS) validators: any[]],
@Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]],
/**
 * @description
 * A lifecycle method called when the directive's inputs are initialized. For internal use only.
 * @throws If the directive does not have a valid parent.
 */
ngOnInit(): void {
  this._checkParentType();
  this.formDirective !.addFormArray(this);
}

/**
 * @description
 * A lifecycle method called before the directive's instance is destroyed. For internal use only.
 */
ngOnDestroy(): void {
  if (this.formDirective) {
    this.formDirective.removeFormArray(this);
  }
}

/**
 * @description
 * The top-level directive for this group if present, otherwise null.
 */

/**
 * @description
 * Returns an array that represents the path from the top-level form to this control.
 */

private _checkParentType(): void {
  if (_hasInvalidParent(this._parent)) {
    ReactiveErrors.arrayParentException();
  }
}

function _hasInvalidParent(parent: ControlContainer): boolean {
  return !(parent instanceof FormGroupName) &&
  !(parent instanceof FormGroupDirective) &&
  !(_parent.indexOf(FormArrayName) !== -1);
}
```

The code snippet appears to be a part of Angular's reactive forms, specifically related to the implementation of a form control directive. The code includes lifecycle methods such as `ngOnInit` and `ngOnDestroy`, as well as validation logic using synchronous and asynchronous validators. It also contains a utility function `_hasInvalidParent` to check if the parent of the control is valid. The `ReactiveErrors` module is used to handle errors related to form controls.
approximates (some of) its behavior. Specifically, it allows getting/setting the value in the template and intercepting value events. However, some of `ngModel`’s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply don’t work, which has understandably caused some confusion. In addition, this pattern mixes template-driven and reactive forms strategies, which we generally don’t recommend because it doesn’t take advantage of the full benefits of reactive forms or either strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in the template removes the convenience of defining forms in the template. To update your code before support is removed, you’ll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to use reactive forms. After (choice 1 - use reactive forms):

```html
<form [formGroup]="form">
  <input formControlName="first">
</form>
```

```ts
this.form.get('first').setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)]="value">
```

```ts
this.value = 'some value';
```
this.model);
    }
  }

  /**
   * @description
   * Lifecycle method called before the directive's instance is
   * destroyed. For internal use only.
   */
  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeControl(this);
    }
  }

  /**
   * @description
   * Returns an array that represents the path from the
   * top-level form to this control.
   */
  get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent !);
  }

  /**
   * @description
   * The top-level directive for this group if present, otherwise null.
   */
  get formDirective(): any { return this._parent ? this._parent.formDirective : null; }

  /**
   * @description
   * Synchronous validator function composed of all the synchronous validators
   * registered with this directive.
   */
  get validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }

  /**
   * @description
   * Async validator function composed of all the async validators registered with this\n   * directive.
   */
  get asyncValidator(): AsyncValidatorFn {
    return composeAsyncValidators(this._rawAsyncValidators) !;
  }

  private _checkParentType(): void {
    if (!(this._parent instanceof FormGroupName) &&
        this._parent instanceof AbstractFormGroupDirective) {
      ReactiveErrors.ngModelGroupException();
    } else if (
        !(this._parent instanceof FormGroupName) && !(this._parent instanceof FormGroupDirective) &&
        !(this._parent instanceof FormArrayName)) {
      ReactiveErrors.controlParentException();
    }
  }

  private _setUpControl() {
    this._checkParentType();
    (this as {control: FormControl}).control = this.formDirective.addControl(this);
    if (this.control.disabled && this.valueAccessor !== null) {
      this.valueAccessor!.setDisabledState !(true);
    }
    this._added = true;
  }
}

/**
 * @license
 *
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that
 * can be found in the LICENSE file at https://angular.io/license
 */

import {Directive, Input, OnChanges, StaticProvider, forwardRef} from '@angular/core';
import {Observable} from 'rxjs';

import {AbstractControl} from '../model';
import {NG_VALIDATORS, Validators} from '../validators';

/**
 * @description
 * Defines the map of errors returned from failed validation checks.
 *
 * @publicApi
 */
export type ValidationErrors = {
  [key: string]: any
};

/**
 * @description
 * An interface implemented by classes
 * that perform synchronous validation.
 *
 * @usageNotes
 *
 * ### Provide a custom validator
 *
 * The following example implements the `Validator` interface to create a
 * custom validator with a custom error key.

 * ```typescript
 * @Directive({
 *   selector: '[customValidator]'
 * })
 * class CustomValidator implements Validator {
 *   validate(control: AbstractControl): ValidationErrors|null {
 *     return { [key: string]: any[] }; // custom error key
 *   }
 * }
 * ```
 *
 * @publicApi
 */
export interface Validator {
  /**
   * Method that performs synchronous validation against the provided control.
   *
   * @param control The control to validate.
   *
   * @returns A map of validation errors if validation fails, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return { [key: string]: any[] }; // custom error key
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   *
   * @param fn The callback function
   */
  registerOnValidatorChange?(fn: () => void): void;
}

/**
 * @description
 * An interface implemented by classes
 * that perform asynchronous validation.
 *
 * @usageNotes
 *
 * ### Provide a custom async validator
 *
 * The following example implements the `AsyncValidator` interface to create an
 * custom async validator with a custom error key.

 * ```typescript
 * @Directive({
 *   selector: '[customAsyncValidator]'
 * })
 * class CustomAsyncValidator implements AsyncValidator {
 *   validate(control: AbstractControl): Observable<ValidationErrors|null> {
 *     return { [key: string]: any[] }; // custom error key
 *   }
 * }
 * ```
 *
 * @publicApi
 */
export interface AsyncValidator extends Validator {
  /**
   * Method that performs async validation against the provided control.
   *
   * @param control The control to validate.
   *
   * @returns A promise or observable that
   * resolves a map of validation errors
   * if validation fails, otherwise null.
   */
  validate(control: AbstractControl): Promise<ValidationErrors|null> {
    return { [key: string]: any[] }; // custom error key
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   *
   * @param fn The callback function
   */
  registerOnValidatorChange?(fn: () => void): void;
}

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AbstractControl):
  Promise<ValidationErrors|null|Observable<ValidationErrors|null>>null
@description
* Provider which adds 'RequiredValidator' to the 'NG_VALIDATORS' multi-provider list.

export const REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting:
  forwardRef(() => RequiredValidator),
  multi: true
}

export const CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting:
  forwardRef(() => CheckboxRequiredValidator),
  multi: true
}

/**
 * @description
 * Provider which adds `RequiredValidator` to the 'NG_VALIDATORS' multi-provider list.

export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting:
  forwardRef(() => EmailValidator),
  multi: true
}

/**
 * @description
 * Provider which adds `EmailValidator` to the 'NG_VALIDATORS' multi-provider list.

export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting:
  forwardRef(() => EmailValidator),
  multi: true
}

void;\n * @description\n * Tracks changes to the email attribute bound to this directive.\n */\n @Input()\n set email(value: boolean|string) {\n  this._enabled = value === "" || value === true || value === 'true';\n  if (this._onChange) this._onChange();\n}\n /**\n * @description\n * Method that validates whether an email address is valid.\n */\n * Returns the validation result if enabled, otherwise null.\n */\n validate(control: AbstractControl): ValidationErrors|null {\n  return this._enabled ? Validators.email(control) : null;\n}\n/**\n * @description\n * A function that receives a control and returns a map of validation errors if present, otherwise null.\n */\n* @publicApi\n* @export interface ValidatorFn {\n  (control: AbstractControl): ValidationErrors|null;\n}\n/**\n * @description\n * A function that receives a control and returns a Promise or observable that emits validation errors if present, otherwise null.\n */\n* @publicApi\n* @export interface AsyncValidatorFn {\n  (control: AbstractControl): Promise<ValidationErrors|null>|Observable<ValidationErrors|null>:\n* @ngModule ReactiveFormsModule\n* @ngModule FormsModule\n* @publicApi\n*/
@Directive({\n  selector: '[minlength][formControlName],[minlength][formControl],[minlength][ngModel]',\n  providers: [MinLengthValidator,\n                Validators.minLength,\n                MinLengthValidator,\n                MinLengthValidator],\n  host: {'[attr.minlength]': 'minlength ? minlength : null'}\n})
export class MinLengthValidator implements Validator,\n    OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**\n   * @description\n   * Tracks changes to the minimum length bound to this directive.\n   */\n  /**\n   * @description\n   * A lifecycle method called when the directive's inputs change.\n   * For internal use only.\n   */\n  ngOnChanges(changes: SimpleChanges): void {
    if ('minlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**\n   * @description\n   * Method that validates whether the value meets a minimum length requirement.\n   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.minlength == null ? null : this._validator(control);
  }

  /**\n   * @description\n   * Registers a callback function to call when the validator inputs change.\n   */\n  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void {
    this._validator = Validators.minLength(\n        typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
  }
}

/**\n * @description\n * Provider which adds `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.\n */\n@NgModule({\n  providers: [MIN_LENGTH_VALIDATOR],\n  exports: [FormValidation]\n})
export class FormValidation {\n  \n}

/**\n * @description\n * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.\n */\n@NgModule({\n  providers: [MAX_LENGTH_VALIDATOR],\n  exports: [FormValidation]\n})
export class FormValidation {\n  \n}
_validator !: ValidatorFn

// TODO(issue/24571): remove '!

private _onChange !: () => void;

/**
   *
   * @description
   * A lifecycle method called when the directive's inputs change. For internal use only.
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('maxlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value exceeds the maximum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.maxlength != null ?
      this._validator(control) : null;
  }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void { this._validator =
    Validators.maxLength(this.maxlength); }
}

/**
 * @description
 * Provider which adds `PatternValidator` to the 'NG_VALIDATORS' multi-provider list.
 */
export const PATTERN_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => PatternValidator),
  multi: true,
  // TODO(issue/24571): remove '!
  @description(!) * @ Input
  // TODO(issue/24571): remove '!
  // A lifecycle method called when the directive's inputs change. For internal use only.
  // @param changes A object of key/value pairs for the set of changed inputs.
  /**
   * @description
   * Method that validates whether the value matches the pattern requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.pattern != null ?
      this._validator(control) : null;
  }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void { this._validator =
    Validators.pattern(this.pattern); }
}

@NgModule({
  imports: [CheckboxControlValueAccessor],
  declarations: [PatternValidator],
  exports: [PatternValidator],
})
import {NgSelectOption, SelectControlValueAccessor} from './directives/select_control_value_accessor';
import {NgSelectMultipleOption, SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';
import {CheckboxRequiredValidator, EmailValidator, MaxLengthValidator, MinLengthValidator, PatternValidator, RequiredValidator} from './directives/validators';

export {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';
export {ControlValueAccessor} from './directives/control_value_accessor';
export {DefaultValueAccessor} from './directives/default_value_accessor';
export {NgControl} from './directives/ng_control';
export {NgControlStatus, NgControlStatusGroup} from './directives/ng_control_status';
export {NgForm} from './directives/ng_form';
export {NgModel} from './directives/ng_model';
export {NgModelGroup} from './directives/ng_model_group';
export {NumberValueAccessor} from './directives/number_value_accessor';
export {RadioControlValueAccessor} from './directives/radio_control_value_accessor';
export {RequiredValidator} from './directives/validators';
export {FormArrayName, FormGroupName} from './directives/reactive_directives/form_group_name';

export const SHARED_FORM_DIRECTIVES: Type<any>[] = [
  NgNoValidate,
  NgSelectOption,
  NgSelectMultipleOption,
  DefaultValueAccessor,
  NumberValueAccessor,
  RangeValueAccessor,
  CheckboxControlValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
  NgControlStatus,
  NgControlStatusGroup,
  RequiredValidator,
  MinLengthValidator,
  MaxLengthValidator,
  PatternValidator,
  CheckboxRequiredValidator,
  EmailValidator,
];

export const TEMPLATE_DRIVEN_DIRECTIVES: Type<any>[] = [NgModel, NgModelGroup, NgForm];

export const REACTIVE_DRIVEN_DIRECTIVES: Type<any>[] =
[FormControlDirective, FormGroupDirective, FormControlName, FormGroupName, FormArrayName];

/**
 * @license
 * Copyright Google Inc.
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 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Injectable} from '@angular/core';

import {AsyncValidatorFn, ValidatorFn} from './directives/validators';
import {AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup, FormHooks} from './model';

function isAbstractControlOptions(options: AbstractControlOptions | {[key: string]: any}): options is AbstractControlOptions {
  return (<AbstractControlOptions>options).asyncValidators !== undefined ||
    (<AbstractControlOptions>options).validators !== undefined ||
    (<AbstractControlOptions>options).updateOn !== undefined;
}

/**
 * @description
 * Creates an `AbstractControl` from a user-specified configuration.
 *
 * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
 * `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex\n * forms.\n * @see [Reactive Forms Guide](/guide/reactive-forms)\n * @param options Configuration options object for the `AbstractControl`.\n * @returns {AbstractControl}\n */
@Injectable()
export class FormBuilder {
  /**
   * @description
   * Construct a new `FormGroup` instance.
   *
   * The key for each child is the name\n   * under which it is registered.\n   * @param options Configuration options object for the `FormGroup`.\n   * The object can\n   * have two shapes:\n   * 1) `AbstractControlOptions` object (preferred), which consists of\n   * 2) `validators`: A synchronous\n   * validator function, or an array of validator functions\n   * A single async validator or array of

---

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async validator functions

* * * `updateOn`: The event upon which the control should be updated (options: ‘change’ | ‘blur’ | ‘submit’)

* * * 2) Legacy configuration object, which consists of:

* **`validator`**: A synchronous validator function, or an array of validator functions

* **`asyncValidator`**: A single async validator or array of async validator functions

* **group**

```
controlsConfig: {[key: string]: any},
```

| options: AbstractControlOptions|{[key: string]: any}|null = null; FormGroup | \n const controls = this._reduceControls(controlsConfig);\n
| \n let validators: ValidatorFn|ValidatorFn[]|null = null; \n let asyncValidators: AsyncValidatorFn|AsyncValidatorFn[]|null = null; \n let updateOn: FormHooks|undefined = undefined;\n
| if (options !== null) \n if (isAbstractControlOptions(options)) \n // `options` are `AbstractControlOptions`

| if (options !== null) \n if (isLegacyFormGroupOptions(options)) \n // `options` are legacy form group options

| validators = options['validator'] != null ? options['validator'] : \n null; \n asyncValidators = options['asyncValidator'] != null ? options['asyncValidator'] : \n null; \n return new FormGroup(controls, (asyncValidators, updateOn, validators));
```

### Initialize a control as disabled

The following example returns a control with an initial value in a disabled state.

```
<code-example path="forms/ts/formBuilder/form_builder_example.ts" region="disabled-control">

```
import {InternalFormsSharedModule, NG_MODEL_WITH_FORM_CONTROL_WARNING, REACTIVE_DRIVEN_DIRECTIVES, TEMPLATE_DRIVEN_DIRECTIVES} from '@angular/core';

import {RadioControlRegistry} from '@angular/forms';

import {RadioControlRegistry} from '@angular/forms';
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/fesm2015/forms.js.map

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

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default: mod |\n|\n*/\n* * Copyright Google Inc. All Rights Reserved.|\n|\n* Use of this source code is governed by an MIT-style license that can be*n * found in the LICENSE file at https://angular.io/license\n* /\n* \n* Defines an interface that acts as a bridge between the Angular forms API and an native element in the DOM.\n* * Implement this interface to create a custom form control directive*n * that integrates with Angular forms in a\n* * @see DefaultValueAccessor\n* * @publicApi\n* /\n* * interface ControlValueAccessor {\n* * @description\n* * * Writes a new value to the element.\n* * * This method is called by the forms API to write to the\n* * * view when programmatic\n* * * changes from model to view are requested.\n* * * @usageNotes\n* * * @description\n* * * The following example writes a value to the native DOM element.\n* * * \n* * * ts\n* * * writeValue(value: any): void {\n* * * this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);\n* * * }\n* * * @param obj The new value for the element\n* * * writeValue(obj: any): void;\n* * * @description\n* * * Registers a callback function that is called when the control's value\n* * * changes in the UI.\n* * * This method is called by the forms API on initialization to update the form\n* * * model when values propagate from the view to the model.\n* * * When implementing the 'registerOnChange' method in your own value accessor,\n* * * save the given function so your class calls it at the appropriate time.\n* * * @usageNotes\n* * * @usageNotes\n* * * ### Store the change function\n* * * The following example stores the provided function as an internal method.\n* * * \n* * * ts\n* * * registerOnChange(fn: (_: any): void): void {\n* * * this._onChange = fn;\n* * * }\n* * * \n* * * When the value changes in the UI, call the registered\n* * * function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * registerOnTouched(fn: any): void {\n* * * this._onTouched = fn;\n* * * }\n* * * \n* * * The following example stores the provided function as an internal method.\n* * * \n* * * ts\n* * * registerOnTouched(fn: any): void {\n* * * this._onTouched = fn;\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n* * * \n* * * ts\n* * * host: {\n* * * (blur): this._onTouched()\n* * * }\n* * * \n* * * On blur\n* * * (or equivalent), your class should call the registered function to allow the forms API to update itself.\n"
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```typescript
export class CheckboxControlValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when a change event occurs on the input element
   * @param value
   */
  onChange = (_: any) => {};

  /**
   * @description
   * The registered callback function called when a blur event occurs on the input element
   * @param fn
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the \'checked\' property on the input element.
   * @param value
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);
  }

  /**
   * Registers a function called when the control value changes.
   * @param fn
   */
  registerOnChange(fn: (_: any) => {}): void {
    this.onChange = fn;
  }

  /**
   * Registers a function called when the control is touched.
   * @param fn
   */
  registerOnTouched(fn: () => {}): void {
    this.onTouched = fn;
  }

  /**
   * Sets the \'disabled\' property on the input element.
   * @param isDisabled
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}

/**
 * @description
 * The default \'ControlValueAccessor\' for writing a value and listening to changes on input
 * elements. The accessor is used by the \'FormControlDirective\', \'FormControlName\', and
 * \'NgModel\' directives.
 *
 * @usageNotes
 *
 * ### Using the default value accessor
 *
 * The following example shows how to use an input element that activates the default value accessor
 * (in this case, a text field).
 *
 * ```ts
 * const firstNameControl = new FormControl();
 * ```
 *
 * ```
 * <input type="text"
 * [formControl]="firstNameControl">
 * ```
 *
 * @ngModule ReactiveFormsModule
 * @ngModule
 * FormsModule
 * @publicApi
 */
@Directive({
  selector:
                'input:not([type=checkbox])[formControl],textarea[formControl],input-not([type=checkbox])[formControl],textarea[formControl],input-not([type=checkbox])[ngModel],textarea[ngModel],[ngDefaultControl]',
  //
  // TODO: vsavkin replace the above selector with the one below it once
  //
  // https://github.com/angular/angular/issues/3011 is implemented
  //
  // selector:
  // ['[ngModel], [formControl], [formControlName]',
  host: {
    '(change)': 'onChange($event.target.checked)',
    '(blur)': 'onTouched()'
  },
  providers:
    [CheckboxValueAccessor]
})
export class CheckboxValueAccessor implements ControlValueAccessor {
  /**
   * The registered callback function called when a change event occurs on the input element
   * @param value
   */
  onChange = (_: any) => {};

  /**
   * The registered callback function called when a blur event occurs on the input element
   * @param fn
   */
  onTouched = () => {};
}
```

@description
* Returns a multicasting observable that emits a validation status whenever it is
* calculated for
* returned.
} *\\n@description
* Returns whether the control is valid. A control is considered valid if no
* validation errors exist with the current value.
* If the control is not present, null is returned.
} *\\n@description
* Returns whether the control is pristine, meaning that the user has not yet changed
* the value
* in the UI. If the control is present, otherwise null.
} *\\n@description
* Returns whether the control is pending, meaning that async validation is occurring and
* errors are not yet available for the input value.
* If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is valid, meaning that an error exists in the input value.
* If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is enabled, meaning that the control is included in ancestor
* calculations of validity or value. If the control is not present, null is returned.
} *\\n@description
* Registers a function called when the control value
* changes.
} *\\n@description
* Registers a function called when the control is touched.
} *\\n@description
* Registers a function called when the control is invalid, meaning that an error exists in the input value.
* If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is pending, meaning that that async validation is occurring and
* errors are not yet available for the input value. If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is pristine, meaning that the user has not yet changed the value
* in the UI. If the control is not present, null is returned.
} *\\n@description
* Reports the control's validation errors. If the control is not present, null is returned.
} *\\n@description
* Returns whether the control is dirty, meaning that the user has changed the value
* in the UI. If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is touched, meaning that the user has triggered a 'blur' event on it. If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is dirty, meaning that the user has changed the value
* in the UI. If the control is not present, null is returned.
} *\\n@description
* Returns whether the control is dirty, meaning that the user has changed the value
* in the UI. If the control is not present, null is returned.
} *\\n@description
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* Returns whether the control is valid, meaning that an error exists in the input value.
* If the control is not present, null is returned.
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* in the UI. If the control is not present, null is returned.
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* errors are not yet available for the input value. If the control is not present, null is returned.
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* in the UI. If the control is not present, null is returned.
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* in the UI. If the control is not present, null is returned.
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* errors are not yet available for the input value. If the control is not present, null is returned.
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* in the UI. If the control is not present, null is returned.
} *\\n@description
* Reports whether the control is pending, meaning that that async validation is occurring and
* errors are not yet available for the input value. If the control is not present, null is returned.
the control. If the control is not present, null is returned. 

```typescript
/**
 * @description
 * Returns an array that represents the path from the top-level form to this control.
 * Each index is the string name of the control on that level.
 */
get path(): string[] | null {
  return this.control ? this.control.path : null;
}
```

```typescript
/**
 * @description
 * Reports error data for the control with the given path.
 */
getError(errorCode: string, path?: string | number[]): boolean {
  return this.control ? this.control.getError(errorCode, path) : false;
}
```

```typescript
/**
 * @description
 * Reports whether the control with the provided value if the control is present.
 */
reset(value: any = undefined): void {
  if (this.control)
    this.control.reset(value);
}
```

```typescript
/**
 * @description
 * Returns an observable of value changes for the control that emits every time the value of the control changes in the UI or programmatically.
 */
get valueChanges(): Observable<any> | null {
  return this.control ? this.control.valueChanges : null;
}
```

```typescript
/**
 * @description
 * Returns whether the control is present and the given path is a valid path. If the control or error is not present, false is returned.
 */
hasError(errorCode: string, path?: string | number[]): boolean {
  return this.control ? this.control.hasError(errorCode, path) : false;
}
```

```typescript
/**
 * @description
 * Returns an observable of status changes for the control.
 */
getStatusChanges(): Observable<any> | null {
  return this.control ? this.control.statusChanges : null;
}
```

```typescript
/**
 * @description
 * Returns a multicasting observable of value changes for the control that returns true.
 */
get valueChanges(): Observable<any> | null {
  return this.control ? this.control.valueChanges : null;
}
```

```typescript
/**
 * @description
 * Returns an array that represents the path from the top-level form to this control.
 * Each index is the string name of the control on that level.
 */
get path(): string[] | null {
  return this.control ? this.control.path : null;
}
```

```typescript
/**
 * @description
 * @param path A list of control names that designates how to move from the current control
 * to the control that should be queried for errors.
 */
hasError(errorCode: string, path?: string | number[]): boolean {
  return this.control ? this.control.hasError(errorCode, path) : false;
}
```

```typescript
/**
 * @description
 * Reports error data for the control with the given path.
 */
getError(errorCode: string, path?: string | number[]): boolean {
  return this.control ? this.control.getError(errorCode, path) : false;
}
```

```typescript
/**
 * @description
 * Reports whether the control with the provided value if the control is present.
 */
reset(value: any = undefined): void {
  if (this.control)
    this.control.reset(value);
}
```

```typescript
/**
 * @description
 * Returns an observable of value changes for the control that emits every time the value of the control changes in the UI or programmatically.
 */
get valueChanges(): Observable<any> | null {
  return this.control ? this.control.valueChanges : null;
}
```

```typescript
/**
 * @description
 * Returns whether the control is present and the given path is a valid path. If the control or error is not present, false is returned.
 */
hasError(errorCode: string, path?: string | number[]): boolean {
  return this.control ? this.control.hasError(errorCode, path) : false;
}
```

```typescript
/**
 * @description
 * Returns an observable of status changes for the control.
 */
getStatusChanges(): Observable<any> | null {
  return this.control ? this.control.statusChanges : null;
}
```

```typescript
/**
 * @description
 * Returns a multicasting observable of value changes for the control that returns true.
 */
get valueChanges(): Observable<any> | null {
  return this.control ? this.control.valueChanges : null;
}
```
array of synchronous validators for the control\n *\n * @internal\n */\n _rawValidators:
Array<Validator|ValidatorFn> = [];\n\n /**\n * @description\n * The uncomposed array of async validators for
the control\n *\n * @internal\n */\n _rawAsyncValidators: Array<AsyncValidator|AsyncValidatorFn> = [];\n\n
/**\n * @description\n * The registered synchronous validator function for the control\n *\n * @throws An
exception that this method is not implemented\n */\n get validator(): ValidatorFn|null { return
<ValidatorFn>unimplemented(); }\n\n /**\n * @description\n * The registered async validator function for the
control\n *\n * @throws An exception that this method is not implemented\n */\n get asyncValidator():
AsyncValidatorFn|null { return <AsyncValidatorFn>unimplemented(); }\n\n /**\n * @description\n * The
callback method to update the model from the view when requested\n *\n * @param newValue The new value for
the view\n */\n abstract viewToModelUpdate(newValue: any): void;\n}\n","/**\n * @license\n * Copyright
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found in the LICENSE file at https://angular.io/license\n */\n\nimport {Directive, Self} from
'@angular/core';\n\nimport {AbstractControlDirective} from './abstract_control_directive';\nimport
{ControlContainer} from './control_container';\nimport {NgControl} from './ng_control';\n\nexport class
AbstractControlStatus {\n private _cd: AbstractControlDirective;\n\n constructor(cd: AbstractControlDirective) {
this._cd = cd; }\n\n get ngClassUntouched(): boolean { return this._cd.control ? this._cd.control.untouched : false;
}\n get ngClassTouched(): boolean { return this._cd.control ? this._cd.control.touched : false; }\n get
ngClassPristine(): boolean { return this._cd.control ? this._cd.control.pristine : false; }\n get ngClassDirty():
boolean { return this._cd.control ? this._cd.control.dirty : false; }\n get ngClassValid(): boolean { return
this._cd.control ? this._cd.control.valid : false; }\n get ngClassInvalid(): boolean { return this._cd.control ?
this._cd.control.invalid : false; }\n get ngClassPending(): boolean { return this._cd.control ?
this._cd.control.pending : false; }\n}\n\nexport const ngControlStatusHost = {\n '[class.ng-untouched]':
'ngClassUntouched',\n '[class.ng-touched]': 'ngClassTouched',\n '[class.ng-pristine]': 'ngClassPristine',\n '[class.ngdirty]': 'ngClassDirty',\n '[class.ng-valid]': 'ngClassValid',\n '[class.ng-invalid]': 'ngClassInvalid',\n '[class.ngpending]': 'ngClassPending',\n};\n\n/**\n * @description\n * Directive automatically applied to Angular form
controls that sets CSS classes\n * based on control status.\n *\n * @usageNotes\n *\n * ### CSS classes applied\n
*\n * The following classes are applied as the properties become true:\n *\n * * ng-valid\n * * ng-invalid\n * * ngpending\n * * ng-pristine\n * * ng-dirty\n * * ng-untouched\n * * ng-touched\n *\n * @ngModule
ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi\n */\n@Directive({selector:
'[formControlName],[ngModel],[formControl]', host: ngControlStatusHost})\nexport class NgControlStatus extends
AbstractControlStatus {\n constructor(@Self() cd: NgControl) { super(cd); }\n}\n\n/**\n * @description\n *
Directive automatically applied to Angular form groups that sets CSS classes\n * based on control status
(valid/invalid/dirty/etc).\n * \n * @see `NgControlStatus`\n *\n * @ngModule ReactiveFormsModule\n *
@ngModule FormsModule\n * @publicApi\n */\n@Directive({\n selector:\n
'[formGroupName],[formArrayName],[ngModelGroup],[formGroup],form:not([ngNoForm]),[ngForm]',\n host:
ngControlStatusHost\n})\nexport class NgControlStatusGroup extends AbstractControlStatus {\n
constructor(@Self() cd: ControlContainer) { super(cd); }\n}\n","/**\n * @license\n * Copyright Google Inc. All
Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n\nimport {InjectionToken, ÉµisObservable as isObservable,
ÉµisPromise as isPromise} from '@angular/core';\nimport {Observable, forkJoin, from} from 'rxjs';\nimport {map}
from 'rxjs/operators';\nimport {AsyncValidatorFn, ValidationErrors, Validator, ValidatorFn} from
'./directives/validators';\nimport {AbstractControl, FormControl} from './model';\n\nfunction
isEmptyInputValue(value: any): boolean {\n // we don't check for string here so it also works with arrays\n return
value == null || value.length === 0;\n}\n\n/**\n * @description\n * An `InjectionToken` for registering additional
synchronous validators used with `AbstractControl`s.\n *\n * @see `NG_ASYNC_VALIDATORS`\n *\n *
@usageNotes\n *\n * ### Providing a custom validator\n *\n * The following example registers a custom validator
directive. Adding the validator to the\n * existing collection of validators requires the `multi: true` option.\n *\n *
```typescript\n * @Directive({\n * selector: '[customValidator]',\n * providers: [{provide: NG_VALIDATORS,

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```typescript
@publicApi
interface CustomValidatorDirective {
  useExisting: CustomValidatorDirective, multi: true
} // class CustomValidatorDirective implements Validator {
  
  @publicApi @export const NG_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgValidators');
  
  @publicApi @export const NG_ASYNC_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgAsyncValidators');
  
  const EMAIL_REGEXP = /^(?=.{1,254}$)(?=.{1,64}@)[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+(?:\.[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+)*@[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?(?:\.[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?)*$/;
  
  interface Validators {
    min(min: number): ValidatorFn;
    max(max: number): ValidatorFn;
  }
```

The validator exists only as a function and not as a directive. `*` `@usageNotes` `*` `@description` `*` `@export` class Validators `*` `@description` `*` `Validator that requires the control's value to be greater than or equal to the provided number. `*` `@returns` `*` `returns a validator function that returns an error map with the `*` `min` property if the validation check fails, otherwise ‘null’.` `*` `@see` `@updateValueAndValidity()` `*` `@return` `return (control: AbstractControl): ValidationErrors | null => {` `@param` `isNotEmptyInputValue(control.value)` `||` `return null; // don’t validate empty values to allow optional controls

```typescript
 imposes any constraints on the value after parsing, it should be treated as not having a `*` `minimum`, per the HTML spec:
https://www.w3.org/TR/html5/forms.html#attr-input-min

- `NaN` for the value of the control
- `NaN` for the control
- `number` for the control
- `null` for the control
- `NaN` for the control
- `NaN` for the control
```

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```typescript
import {AbstractControl} from '../model';
import {AsyncValidator, *}
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Object.keys(res).length === 0 ? null : res;
```
AsyncValidatorFn, Validator, ValidatorFn from './validators';

export function normalizeValidator(validator:
  ValidatorFn | Validator): ValidatorFn {
  if ((<Validator>validator).validate) {
    return (c: AbstractControl) =>
      (<Validator>validator).validate(c);
  } else {
    return <ValidatorFn>validator;
  }
}

export function normalizeAsyncValidator(validator:
  AsyncValidatorFn | AsyncValidator):
    AsyncValidatorFn {
  if ((<AsyncValidator>validator).validate) {
    return (c: AbstractControl) =>
      (<AsyncValidator>validator).validate(c);
  } else {
    return <AsyncValidatorFn>validator;
  }
}

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 * found in the LICENSE file at https://angular.io/license
 */

import {Directive,
ElementRef, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor,
NG_VALUE_ACCESSOR} from './control_value_accessor';

export const NUMBER_VALUE_ACCESSOR:
  any = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: forwardRef(() => NumberValueAccessor),
    multi: true
  };

/**
 * @description
 * The `ControlValueAccessor` for writing a number value and listening to
 * number input changes.
 * The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `NgModel` directives.
 * Using a number input with a reactive form.
 * The following example shows how to use a number input with a reactive form.
 * The example uses a template literal to construct a FormControl.
 * ```html
 * <input type="number" [formControl]="totalCountControl">
 * ```
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: 'input[type=number][formControlName],input[type=number][formControl],input[type=number][ngModel]',
  host: {
    'change': 'onChange($event.target.value)',
    'input': 'onChange($event.target.value)',
    'blur': 'onTouched($event)',
  },
  providers: [NUMBER_VALUE_ACCESSOR]
})
export class NumberValueAccessor
  implements ControlValueAccessor {
  onChange = (_: any) => {};
  onTouched = () => {};
  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  writeValue(value: number): void {
    const normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
  }

  registerOnChange(fn: (_: number|null) => void): void {
    this.onChange = (value) => { fn(value ?? null ? null : parseFloat(value)); };
  }

  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}

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 * found in the LICENSE file at https://angular.io/license
 */

import {Directive, ElementRef, Injectable,
Injector, Input, OnDestroy, OnInit, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';
import {NgControl} from './ng_control';

export const RADIO_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => RadioControlValueAccessor),
  multi: true
};

/**
 * @description
 * Class used by Angular to track radio buttons. For internal use only.
 */
@Injectable()
export class RadioControlRegistry {
  private _accessors: any[] = [];

  add(control: NgControl, accessor: RadioControlValueAccessor) {
    this._accessors.push([control, accessor]);
  }

  remove(accessor: RadioControlValueAccess) {
    const index = this._accessors.indexOf(accessor);
    if (index !== -1) {
      this._accessors.splice(index, 1);
    }
  }
}
```typescript
/**
 * @description
 * Selects a radio button. For internal use only.
 */
  select(accessor: RadioControlValueAccessor) {
    this._accessors.forEach((c) => {
      if (this._isSameGroup(c, accessor) && c[1] !== accessor) {
        c[1].fireUncheck(accessor.value);
      }
    });
  }

  private _isSameGroup(
      controlPair: [NgControl, RadioControlValueAccessor],
      accessor: RadioControlValueAccessor): boolean {
    if (!controlPair[0].control) return false;
    return controlPair[0].parent === accessor._control._parent &&
        accessor.name === accessor.name;
  }

  /**
   * @description
   * Tracks the name of the radio input element.
   * @param fn The callback function called when a change event occurs on the input element.
   */
  onDidChange((): void {
    if (this._state !== this.value) {
      this.writeValue(this.value);
    }
  });
}

/**
 * @description
 * The `ControlValueAccessor` for writing radio control values and listening to radio control
 * changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `NgModel` directives.
 */
export class RadioControlValueAccessor implements ControlValueAccessor,
    OnDestroy, OnInit {
  /** @internal */
  // TODO(issue/24571): remove '!'.
  _state !: boolean;
  /** @internal */
  // TODO(issue/24571): remove '!'.
  _control !: NgControl;
  /** @internal */
  // TODO(issue/24571): remove '!'.
  _fn !: Function;

  /**
   * @description
   * The registered callback function called when a change event occurs on the input element.
   */
  onChange = () => {};

  /**
   * @description
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  /**
   * @description
   * Tracks the name of the radio input element.
   */
  // TODO(issue/24571): remove '!'.
  @Input() name !: string;

  /**
   * @description
   * Tracks the name of the `FormControl` bound to the directive. The name corresponds to a
   * key in the parent `FormGroup` or `FormArray`.
   */
  // TODO(issue/24571): remove '!'.
  @Input() formControlName !: string;

  /**
   * @description
   * Tracks the value of the radio input element
   */
  @Input() value: any;

  constructor(
      private _renderer: Renderer2, private _elementRef: ElementRef,
      private _registry: RadioControlRegistry, private _injector: Injector) {}

  /**
   * @description
   * Lifecycle method called when the directive is initialized. For internal use only.
   */
  ngOnInit(): void {
    this._control = this._injector.get(NgControl);
    this._checkName();
    this._registry.add(this._control, this);
  }

  /**
   * @description
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {
    this._registry.remove(this);
  }

  /**
   * Sets the "checked" property value on the radio input element.
   */
  writeValue(value: any): void {
    this._state = value === this.value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked',
        this._state);
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: any) => {}): void {
    this._fn = fn;
    this.onDidChange((): void {
      if (this._fn) {
        this._fn(this.value);
      } else {
        this.writeValue(this.value);
      }
    });
  }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => {}): void {
    this._onTouched = fn;
    this.onDidChange((): void {
      this._onTouched = fn;
    });
  }

  /**
   * Sets the "disabled" property on the input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled',
        isDisabled);
  }

  private _checkName(): void {
    if (this.name && this.formControlName &&
        this.name !== this.formControlName) {
      throw new Error(`
        If you define both a name and a formControlName attribute on your radio button, their values must match. Ex:
        <input type="radio" formControlName="food" name="food">
      `);
    }
  }

  private _throwNameError(): void {
    throw new Error(`
      If you define both a name and a formControlName attribute on your radio button, their values must match. Ex:
      <input type="radio" formControlName="food" name="food">
    `);
  }
}
```
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

export const RANGE_VALUE_ACCESSOR: StaticProvider = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => RangeValueAccessor),
  multi: true,
};

/**
 * @description
 * The `ControlValueAccessor` for writing a range value and listening to range input changes.
 * The value accessor is used by the `FormControlDirective`, `FormControl`, `NgModelGroup`, and `NgModel`
directives.
 *
 * @usageNotes
 *
 * ### Using a range input with a reactive form
 *
 * The following example shows how to use a range input with a reactive form.
 *
 * ```ts
 * const ageControl = new FormControl();
 * ```
 *
 * ```
 * <input type="range" [formControl]="ageControl">
 * ```
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 */

export class RangeValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when a change or input event occurs on the input element.
   * The value accessor is used by the `FormControlDirective`, `FormControl`, `NgModelGroup`, and `NgModel`
directives.
   *
   * @usageNotes
   *
   * ### Using a range input with a reactive form
   *
   * The following example shows how to use a range input with a reactive form.
   *
   * ```ts
   * const ageControl = new FormControl();
   * ```
   *
   * ```
   * <input type="range" [formControl]="ageControl">
   * ```
   */

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {
    this.onChange = (_: any) => {};
  }

  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
  }

  registerOnChange(fn: (_: number) => void): void {
    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };
  }

  registerOnTouched(fn: () => void) {
    this.onTouched = fn;
  }

  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

ngModelGroup parent. It is only compatible with parents that also have a "form" prefix: formGroupName, formArrayName, or formGroup. Option 1: Update the parent to be formGroupName (reactive form strategy)

```typescript
${Examples.formGroupName}();
```

Option 2: Use ngModel instead of formControlName (template-driven strategy)

```typescript
${Examples.ngModelGroup}();
```

Static missingFormException(): void

```typescript
throw new Error('formGroup expects a FormGroup instance. Please pass one in.');
```

Static groupParentException(): void

```typescript
throw new Error('formGroupName must be used with a parent formGroup directive. You`ll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class). Example:

```typescript
${Examples.formGroupName}();
```

Static arrayParentException(): void

```typescript
throw new Error('formArrayName must be used with a parent formGroup directive. You`ll want to add a formGroup directive and pass it an existing FormGroup instance (you can create one in your class). Example:

```typescript
${Examples.formArrayName}();
```

Static disabledAttrWarning(): void

```typescript
console.warn(`It looks like you`re using the disabled attribute with a reactive form directive. If you set disabled to true when you set up this control in your component class, the disabled attribute will actually be set in the DOM for you. We recommend using this approach to avoid `changed after checked` errors.`);
```

Static ngModelWarning(directiveName: string): void

```typescript
console.warn(`It looks like you`re using ngModel on the same form field as ${directiveName}.`);
```

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https://angular.io/api/forms/${directiveName === 'FormControl' ? 'FormControlDirective' : 'FormControlName'}#use-with-ngmodel

**API Docs**

https://angular.io/api/forms/${directiveName}

**Example**

```typescript
form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
```
listen to the 'change' event because 'input' events aren't fired
* for selects in Firefox and IE:
https://bugzilla.mozilla.org/show_bug.cgi?id=1024350
* https://developer.microsoft.com/en-us/microsoft-
edge/platform/issues/4660045
* @ngModule ReactiveFormsModule
* @ngModule FormsModule
* @publicApi
* @Directive
* `select:not([multiple])[formControlName],select:not([multiple])[formControl]
* [formModel],[ngModel],`
* host:
* (`change`): `onChange($event.target.value),` (blur):
* `onTouched()`,
* providers:
* `SELECT_VALUE_ACCESSOR`:
* ```
* ControlValueAccessor {
*   value: any;
*   /** @internal */ _optionMap: Map<string, any> = new Map<string, any>;
*   ** @description ** * The registered callback function called when a change event occurs on the input element.
*   * onChange = (_, any) => {}
*   * onTouched = () => {};
*   * @description * Tracks the option comparison algorithm for tracking identities when
*   * checking for changes.
*   */
*   @publicApi
* ```
* ```
* ConstructorValueAccessor {
*   \_select: SelectControlValueAccessor,
*   \_element: ElementRef
*   \_renderer: Renderer2,
*   \_idCounter: number
*   { return (this._idCounter++).toString(); }
*   \_optionMap: Map<string, any> = new Map<string, any>;
*   \_optionValue: any
*   \_registerOption: () => string
*   \_getOptionId: (value: any) => string
*   \_getOptionValue: (valueString: string) => any
*   /** @internal */
*   \_setElementValue: string => void
*   \_onDestroy: void
*   ```

```
```typescript
/**
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 * found in the LICENSE file at https://angular.io/license
 */

import {Directive,
  ElementRef, Host, Input, OnDestroy, Optional, Renderer2, StaticProvider, forwardRef, ɵlooseIdentical as
  looseIdentical} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from
  'control_value_accessor';

@NgModel
@directives.

```
@description
 * The `ControlValueAccessor` for writing multi-select control values and listening to multi-select
 * control
 * changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and
 * `NgModel`.
 * 
 * @usageNotes
 * 
 * ### Using a
 * 
 * The follow example shows you how to use a multi-select control with a reactive form.

```ts
const countryControl = new FormControl();
```
const options: HTMLCollection = <HTMLCollection>.options;
for (let i = 0; i < options.length; i++) {
  let opt = options.item(i);
  if (opt.selected) {
    const val = opt.value;
    this.value.push(val);
  }
}

this._onTouched(fn);
AsyncValidatorFn, Validator, ValidatorFn) from './validators';

export function controlPath(name: string | null, parent: ControlContainer): string[] {
  return [...parent.path!, name !];
}

export function setUpControl(control: FormControl, dir: NgControl): void {
  // ... (rest of the function)
  dir.valueAccessor!.writeValue(control.value);
  // ... (rest of the function)
}

export function setUpFormContainer(
    control: FormGroup | FormArray, dir: AbstractFormGroupDirective | FormArrayName) {
  if (control == null) _throwError(dir, 'Cannot find control with');
  control.validator = Validators.compose([control.validator, dir.validator]);
  control.asyncValidator = Validators.composeAsync([control.asyncValidator!, dir.asyncValidator]);
}

function _noControlError(dir: NgControl) {
  return _throwError(dir, 'There is no FormControl instance attached to form control element with');
}

function _throwError(dir: AbstractControlDirective, message: string): void {
  let messageEnd: string;
  if (dir.path!.length > 1) {
    messageEnd = `path: '${dir.path!.join(' -> ')}'`;
  } else if (dir.path![0]) {
    messageEnd = `name: '${dir.path}'`;
  } else {
    messageEnd = 'unspecified name attribute';
  }
  throw new Error(`${message} ${messageEnd}`);
}

export function composeValidators(validators: Array<Validator|ValidatorFn>): ValidatorFn|null {
  return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;
}

export function composeAsyncValidators(validators: Array<AsyncValidator|AsyncValidatorFn>) {
  return validators.map(normalizeAsyncValidator); // ... (rest of the function)
}

const

Open Source Used In MSX Enterprise Access Service Pack 3.9.0 4482
BUILTIN_ACCESSORS = [CheckboxControlValueAccessor,
NumberValueAccessor,
SelectControlValueAccessor,
SelectMultipleControlValueAccessor,
RadioControlValueAccessor,unexport function isBuiltInAccessor(valueAccessor: ValueAccessor): 
boolean { return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);}
unexport function syncPendingControls(form: FormGroup, directives: NgControl[]): void {
  form._syncPendingControls();
  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
};

export function isBuiltInAccessor(valueAccessor: ControlValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);
}

export function syncPendingControls(form: FormGroup, directives: NgControl[]): void {
  form._syncPendingControls();
  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
};

export function isBuiltInAccessor(valueAccessor: ValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);
}

export function syncPendingControls(form: FormGroup, directives: NgControl[]): void {
  form._syncPendingControls();
  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
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  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
};

export function isBuiltInAccessor(valueAccessor: ValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);
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export function syncPendingControls(form: FormGroup, directives: NgControl[]): void {
  form._syncPendingControls();
  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
};

export function isBuiltInAccessor(valueAccessor: ValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);
}

export function syncPendingControls(form: FormGroup, directives: NgControl[]): void {
  form._syncPendingControls();
  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
};

export function isBuiltInAccessor(valueAccessor: ValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);
}

export function syncPendingControls(form: FormGroup, directives: NgControl[]): void {
  form._syncPendingControls();
  directives.forEach(dir => {
    const control = dir.control as FormControl;
    if (control.updateOn === 'submit' && control._pendingChange)
      dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
};

export function isBuiltInAccessor(valueAccessor: ValueAccess
AbstractControlOptions | null): ValidatorFn
null (\n const validator =\n  (isOptionsObj(validatorOrOpts) ?
    (validatorOrOpts as AbstractControlOptions).validators : validatorOrOpts) as ValidatorFn
null | ValidatorFn[] | null;\n) return Array.isArray(validatorOrOptions) ? composeValidators(validator) : validator ||
null;\n)\n\nfunction coerceAsyncValidator(\n  asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[] | null, validatorOrOptions?: ValidatorFn | AbstractControlOptions | null): AsyncValidatorFn | null {\n  const origAsyncValidator =\n    (isOptionsObj(validatorOrOptions) ? (validatorOrOptions as AbstractControlOptions).asyncValidators :
      asyncValidator) as AsyncValidatorFn | AsyncValidatorFn[] | null;\n
  return Array.isArray(validator) ? composeAsyncValidators(validator) :
      origAsyncValidator ||
      null;
}

export type FormHooks = 'change' | 'blur' | 'submit';\n
/**
 * Interface for options provided to an
 * `AbstractControl` in `AbstractControlOptions`.\n * Interface for options provided to an
 * `AbstractControl` in `AbstractControlOptions`\n * @description\n * The list of validators applied to a control.\n * \n * @description\n * \n * @description\n * The list of async validators applied to control.\n * \n */
export interface AbstractControlOptions {\n  /**\n   * @description\n   * The list of validators applied to a control.\n   */
  validators?: ValidatorFn | ValidatorFn[] | null;
  /**\n   * @description\n   * The list of async validators applied to control.\n   */
  asyncValidators?: AsyncValidatorFn | AsyncValidatorFn[] | null;
  /**\n   * @description\n   * The event name for control to update\n   * upon.\n   */
  updateOn?: FormHooks;
}

/**
 * This is the base class
 * for `FormControl`, `FormGroup`, and `FormArray`.\n * It provides some of the shared behavior that all controls
 * and groups of controls have, like\n * running validators, calculating status, and resetting state. It also defines the
 * properties\n * that are shared between all sub-classes, like `value`, `valid`, and `dirty`. It shouldn't be\n * instantiated\n */
export abstract class AbstractControl {\n  /** @internal */
  // TODO(issue/24571): remove '!'.
  _pendingDirty !: boolean;

  /** @internal */
  // TODO(issue/24571): remove '!'.
  _pendingTouched !: boolean;

  /** @internal */
  _updateOn !: FormHooks;

  // TODO(issue/24571): remove '!'.
  private _parent !: FormGroup | FormArray;

  /**\n   * The current value of the control.\n   *\n   * * For a `FormControl`,\n   * the current value.\n   * * For an enabled `FormGroup`, the values of enabled controls as an object\n   * with a key-value pair for each member of the group.\n   * * For a disabled `FormGroup`, the values of all controls as an object\n   * with a key-value pair for each member of the group.\n   */
  public readonly value: any;

  /**\n   * Initialize the AbstractControl instance.\n   *\n   * @param validator The function that determines the synchronous validity of this control.\n   * @param asyncValidator The function that determines the asynchronous validity of this control.\n   */
  constructor(\n    public validator: ValidatorFn | null,\n    public asyncValidator: AsyncValidatorFn | null) {()}\n
  /**\n   * The parent control.\n   */
  get parent(): FormGroup | FormArray {\n    return this._parent;\n  }

  /**\n   * The validation status of the control.\n   */
  get status(): string {\n    return this._status;\n  }

  /**\n   * A control is `valid` when its `status` is `VALID`.\n   *\n   * @param value\n   * @returns True if the control has passed all of its validation tests.\n   * false otherwise.\n   *\n   * @returns True if the control has passed all of its validation tests.\n   */
  get valid(): boolean { return this._status === VALID;\n  }

  /**\n   * A control is `invalid` when its `status` is `INVALID`.\n   *\n   * @param value\n   * @returns True if the control has passed all of its validation tests.\n   * false otherwise.\n   */
  get invalid(): boolean { return this._status === INVALID;\n  }

  /**\n   * A control is `pending` when its `status` is `PENDING`.\n   *\n   * @param value\n   * @returns True if the control is in the process of conducting a validation check.\n   */
  get pending(): boolean { return this._status === PENDING;\n  }
}
control is 'disabled' when its 'status' is 'DISABLED'.
* Disabled controls are exempt from validation checks and are not included in the aggregate value of their ancestor controls. * Returns True if the control is disabled, false otherwise. * get disabled(): boolean { return this.status === DISABLED; }
* @returns True if the control has any status other than 'DISABLED'. * false if the status is 'DISABLED'. * @see { @link AbstractControl.status}
* get enabled(): boolean { return this.status !== DISABLED; }
* @returns True if the control has not yet changed * the value in the UI * @returns True if the user has not yet changed the value in the UI; compare 'dirty'.
* * Programmatic changes to a control's value do not mark it dirty.
* public readonly pristine: boolean = true; * A control is 'dirty' if the user has changed the value * in the UI * @returns True if the user has changed the value of this control in the UI; compare 'pristine'.
* * Programmatic changes to a control's value do not mark it dirty.
* public readonly untouched: boolean = !this.touched;
* @returns true;
* * A control is 'pristine' if the user has not yet changed * the value in the UI if there are no errors.
* // TODO(issue/24571): remove '!
* public readonly errors!: ValidationErrors |
* null; * A control is 'untouched' if the user has not yet triggered * a 'blur' event on it.
* get untouched(): boolean { return !this.touched; }
* */ * * A control is 'touched' once the user has triggered an event.
* @param opts Configuration options that determine how the control propagates changes.
* and emits events after * the validation strategy of the 'AbstractControl' (meaning * the event on which the control updates itself).
* Possible values: "change" | "blur" | "submit" *
* Default value: "change" *
* get updateOn(): FormHooks
* return this._updateOn ? this._updateOn : (this.parent ? this.parent.updateOn : 'change');
* */ *
* Sets the synchronous validators that are active on this control.
* Calling this overwrites any existing sync validators.
* *
* When you add or remove a validator at run time, you must call
* `updateValueAndValidity()` for the new validation to take effect.
* */ *
* setValidators(newValidator: ValidatorFn|ValidatorFn[]|null): void { this.validator = coerceToValidator(newValidator);
* } */ *
* Sets the async validators that are active on this control. Calling this overwrites any existing async validators.
* *
* When you add or remove a validator at run time, you must call
* `updateValueAndValidity()` for the new validation to take effect.
* */ *
* clearAsyncValidators(): void { this.asyncValidator = null; }
* } */ *
* Marks the control as 'untouched'. A control is touched by focus and blur events that do not change the value. *
* see 'markAsUntouched') @ see 'markAsDirty') @ see 'markAsPristine()') *
* @param opts Configuration options that determine how the control propagates changes * and emits events after marking is applied. *
* * onlySelf': When true, mark only this control. When false or not supplied, *
* marks all direct ancestors. Default is false. * markAsTouched:opts: {onlySelf?: boolean} = {}); void {
* (this as{touched: boolean}).touched = true;
* if (this._parent && !opts.onlySelf) {
* this._parent.markAsTouched(opts); }
* } */ *
* Marks the control and all its descendant controls as 'touched'. *
* see 'markAsTouched') * markAsAllTouched(): void { this.markAsAllTouched({onlySelf: true}); }
* this._forEachChild((control: AbstractControl) => control.markAllAsTouched());
* */ *
* Marks the control as 'untouched'. *
* If the control has any children, also marks all children as 'untouched'
*
* and recalculates the `touched` status of all parent controls.

```typescript
markAsUntouched(opts: {onlySelf?: boolean} = {}): void {
    (this as AbstractControl).markAsUntouched({onlySelf: true});

    if (this._parent && !opts.onlySelf)
        this._parent._updateTouched(opts);
}

markAsDirty(opts: {onlySelf?: boolean} = {}): void {
    (this as AbstractControl).markAsDirty(opts);

    if (this._parent && !opts.onlySelf)
        this._parent.markAsDirty(opts);
}

markAsPristine(opts: {onlySelf?: boolean} = {}): void {
    (this as AbstractControl).markAsPristine({onlySelf: true});

    if (this._parent && !opts.onlySelf)
        this._parent._updatePristine(opts);
}

markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    // If parent has been marked artificially dirty we don't want to re-calculate the
    // parent's dirtiness based on the children.
    const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);

    (this as AbstractControl).markAsPending(opts);

    if (this._parent && !opts.onlySelf)
        this._parent.markAsPending(opts);
}
```

* the control's value is changed through the UI; compare `markAsTouched`.

```typescript
markAsPristine(opts: {onlySelf?: boolean} = {}): void {
    (this as AbstractControl).markAsPristine({onlySelf: true});

    if (this._parent && !opts.onlySelf)
        this._parent._updatePristine(opts);
}
```

By
default, if the control has children, all children are enabled.

* @see AbstractControl.status
* @param opts Configure options that control how the control propagates changes and emits events when marked as untouched

* `onlySelf`: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.

* `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is enabled. When false, no events are emitted.

* @param opts: {onlySelf?: boolean, emitEvent?: boolean} = {};

void (fn: // If parent has been marked artificially dirty we don't want to re-calculate the parent's dirtiness based on the children.

const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);

(this as {status: string}).status = VALID;

this._forEachChild((control: AbstractControl) => control.enable({...opts, onlySelf: true}));

this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});

this._forEachAncestors({...opts, skipPristineCheck});

this._onDisabledChange.forEach((changeFn) => changeFn(false));

*/

private _updateAncestors({onlySelf?: boolean, emitEvent?: boolean, skipPristineCheck?: boolean}) {

if (this._parent && !opts.onlySelf) {

this._parent.updateValueAndValidity(opts);

if (!opts.skipPristineCheck) {

this._parent._updatePristine();

}

this._parent._updateTouched();

}

/**
 * Sets the parent of the control
 */

setParent(parent: FormGroup|FormArray): void {

this._parent = parent;

}
### Initializing Form Controls

```ts
const control = new FormControl('some value');
console.log(control.value);     // 'some value'
```

The following example initializes the control with a form state object. The `value` and `disabled` keys are required in this case.

```ts
const control = new FormControl({ value: 'n/a', disabled: true });
console.log(control.value);     // 'n/a'
console.log(control.status);     // 'DISABLED'
```
AbstractControl#updateValueAndValidity

* updateValueAndValidity method.

* `onlySelf`: When true, each change only affects this control, and not its parent. Default is `false`.

* `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control value is updated.

* `updateValueAndValidity` method.

* `onlySelf`: When true or not supplied (the default), each change triggers an `onChange` event to `update the view`.

* `emitViewToModelChange`: When true or not supplied (the default), each change triggers an `ngModelChange` event to update the model.

* `set(value):any` sets the value of a control.

* `ngModelChange(event):any` sets the value of a control.

This function is functionally the same as `@link FormControl#setValue setValue` at this level. It exists for symmetry with `@link FormGroup#patchValue patchValue` on `FormGroups` and `*FormArrays`, where it does behave differently.

* `Patch the value of a control.`

* `onlySelf`: When true, each change only affects this control, and not its parent. Default is `false`.

* `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges` observables emit events with the latest status and value when the control is reset.

* `reset(formState, options):void` resets the form control, marking it `pristine` and `untouched`, and setting its value to null.

* @param options Configuration options that determine how the control propagates changes and emits events after the value changes.

* `markAsPristine(options):void` marks the control `pristine`.

* `markAsUntouched(options):void` marks the control `untouched`.

* `markAsDirty()`:Marks the control `dirty`.

* `markAsTouched()`:Marks the control `touched`.

* `markAsInvalid()`:Marks the control `invalid`.

* `markAsValid()`:Marks the control `valid`.

* `markAsTouched()`:Marks the control `touched`.

* `markAsDirty()`:Marks the control `dirty`.

* `markAsInvalid()`:Marks the control `invalid`.

* `markAsValid()`:Marks the control `valid`.

* `markAsTouched()`:Marks the control `touched`.

* `markAsDirty()`:Marks the control `dirty`.

* `markAsInvalid()`:Marks the control `invalid`.

* `markAsValid()`:Marks the control `valid`.

* `markAsTouched()`:Marks the control `touched`.

* `markAsDirty()`:Marks the control `dirty`.

* `markAsInvalid()`:Marks the control `invalid`.

* `markAsValid()`:Marks the control `valid`.

* `markAsTouched()`:Marks the control `touched`.

* `markAsDirty()`:Marks the control `dirty`.

* `markAsInvalid()`:Marks the control `invalid`.

* `markAsValid()`:Marks the control `valid`.

* `markAsTouched()`:Marks the control `touched`.
form = new FormGroup({
  first: new FormControl('Nancy', Validators.minLength(2)),
  last: new FormControl('Drew'),
});

console.log(form.value); // {first: 'Nancy', last: 'Drew'}

console.log(form.status); // 'VALID'

### Create a form group with a group-level validator

You include group-level validators as the second arg, or group-level async validators as the third arg. These come in handy when you want to perform validation that considers the value of more than one child control. By

```ts
const form = new FormGroup({
  password: new FormControl(''),
  passwordConfirm: new FormControl('', Validators.minLength(2)),
}, passwordMatchValidator);

function passwordMatchValidator(g: FormGroup) {
  return g.get('password').value === g.get('passwordConfirm').value
    ? null : {'mismatch': true};
}
```

Like `FormControl` instances, you choose to pass in validators and async validators as part of an options object. By

```ts
const form = new FormGroup({
  password: new FormControl(''),
  passwordConfirm: new FormControl('', Validators.minLength(2))
}, { validators: passwordMatchValidator, asyncValidators: otherValidator });
```

### Set the updateOn property for all controls in a form group

The options object is used to set a default value for each child control’s `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to `'blur'`, unless the child control has explicitly specified a different `updateOn` value.

```ts
this._setUpdateStrategy(validatorOrOpts);
```

The options object is used to set a default value for each child control’s `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to `'blur'`, unless the child control has explicitly specified a different `updateOn` value.

```ts
this._setUpdateStrategy(validatorOrOpts);
```

The options object is used to set a default value for each child control’s `updateOn` property. If you set `updateOn` to `'blur'` at the group level, all child controls default to `'blur'`, unless the child control has explicitly specified a different `updateOn` value.
**Sets the value of the `FormGroup`.** It accepts an object that matches the structure of the group, with control names as keys.

```typescript
public setValue(value: {
  [key: string]: any
},
options: {
  onlySelf?: boolean,
  emitEvent?: boolean
} = {}): void {
  this._checkAllValuesPresent(value);

  Object.keys(value).forEach(name => {
    this._throwIfControlMissing(name);

    this.controls[name].setValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
  });

  this.updateValueAndValidity(options);
}
```

**Patches the value of the `FormGroup`.** It accepts an object with control names as keys, and does its best to match the values to the correct controls in the group.

```typescript
public patchValue(value: {
  [key: string]: any
},
options: {
  onlySelf?: boolean,
  emitEvent?: boolean
} = {}): void {
  Object.keys(value).forEach(name => {
    if (this.controls[name]) {

      this.controls[name].patchValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
    }
  });

  this.updateValueAndValidity(options);
}
```

**Resets the `FormGroup`, marks all descendants are marked `pristine` and `untouched`, and the value of all descendants to null.** You reset to a specific form state by passing in a map of states that matches the structure of your form, with control names as keys. The state is a standalone value or a form state object with both a value and a disabled status.

```typescript
public reset(value: {
  [key: string]: any
},
options: {
  onlySelf?: boolean,
  emitEvent?: boolean
} = {}): void {
  Object.keys(value).forEach(name => {
    if (this.controls[name]) {
      this.controls[name].patchValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
    }
  });

  this.updateValueAndValidity(options);
}
```
The two types of validators are passed in separately as the second and third argument, or together as part of an options object.

```ts
form.addControl('Drew', new FormControl('Drew'), {validators: myValidator, asyncValidators: myAsyncValidator});
```
new FormArray([\n  new FormControl(), new FormControl() ], { updateOn: 'blur' });\n
### Adding or removing controls from a form array

To change the controls in the array, use the ‘push’, ‘insert’, ‘removeAt’ or ‘clear’ methods\n in `FormArray` itself. These methods ensure the controls are properly tracked in the form’s hierarchy. Do not modify the array of `AbstractControl`’s used to instantiate the ‘FormArray’ directly, as that result in strange and unexpected behavior such as broken change detection.

### Adding or removing controls from a form array

To change the controls in the array, use the `push`, `insert`, `removeAt` or `clear` methods in `FormArray` itself. These methods ensure the controls are properly tracked in the form’s hierarchy. Do not modify the array of `AbstractControl`’s used to instantiate the ‘FormArray’ directly, as that result in strange and unexpected behavior such as broken change detection.
to the correct
* controls in the group.

It accepts both super-sets and sub-sets of the array without
throwing an error.

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
console.log(arr.value); // [null, null]
```

```ts
arr.patchValue([`Nancy`]);
console.log(arr.value); // [Nancy]
```

```ts
@patchValue Array of latest values for the controls
* @param value
```

```ts
```

### Patch the values for controls in a form array

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

```ts
console.log(arr.value); // [null, null]
```

```ts
arr.patchValue([``Nancy``]);
console.log(arr.value); // [Nancy]
```

```ts
@usageNotes
* ### Patch the values for controls in a form array
 *
```}

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

```ts
console.log(arr.value); // [null, null]
```

```ts
arr.patchValue([`Nancy`]);
console.log(arr.value); // [Nancy]
```

```ts
```

### Patch the values for controls in a form array

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

```ts
console.log(arr.value); // [null, null]
```

```ts
arr.patchValue([``Nancy``]);
console.log(arr.value); // [Nancy]
```

```ts
```

The configuration options are passed to the `FormArray
* @internal` method.

```ts
this._throwIfControlMissing(index: number): void {
  if (!this.controls.length) {
    throw new Error(`
      There
```
@publicApi
*/
@Directive({
  selector: 'form:not([ngNoForm]):not([formGroup]),ng-form,[ngForm]',
  providers: [formDirectiveProvider],
  host: {'(submit)': 'onSubmit(\$event)', '(reset)': 'onReset(\$event)'}
})
export class NgForm extends ControlContainer implements FormContainer, AfterViewInit {
  /**
   * @description
   * Returns whether the form submission has been triggered.
   */
  public readonly submitted: boolean = false;

  private _directives: NgModel[] = [];

  /**
   * The `FormGroup` instance created for this form.
   */
  form: FormGroup;

  /**
   * @description
   * Event emitter for the `\$submit` event.
   */
  ngSubmit = new EventEmitter();

  /**
   * Tracks options for the `NgForm` instance.
   */
  options = {updateOn: 'change'};

  /**
   * @description
   *
   * The `FormGroup` instance created for this form.
   */
  form: FormGroup;

  /**
   * @description
   *
   * The internal `FormGroup` instance.
   */
  control: FormGroup;

  /**
   * @description
   *
   * The internal `FormGroup` instance.
   */
  controls: FormGroup;

  /**
   * @description
   *
   * Returns a map of the controls in this group.
   */
  controls: {
    [key: string]: AbstractControl
  };

  /**
   * @description
   *
   * Method that sets up the control directive in this group, re-calculates its value and validity, and adds the instance to the internal list of directives.
   */
  addControl(dir: NgModel): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      <FormControl>container.registerControl(dir.name, dir.control);
      setUpControl(dir.control, dir);
      dir.control.updateValueAndValidity({emitEvent: false});
      this._directives.push(dir);
    });
  }

  /**
   * @description
   *
   * Removes the `NgModel` directive instance from the form.
   */
  removeControl(dir: NgModel): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      if (container) {
        container.removeControl(dir.name);
      }
      removeDir<NgModel>(this._directives, dir);
    });
  }

  /**
   * @description
   *
   * Adds a new `NgModelGroup` directive instance to the form.
   */
  addFormGroup(dir: NgModelGroup): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.name, dir.control);
      setUpFormContainer(group, dir);
      group.updateValueAndValidity({emitEvent: false});
    });
  }

  /**
   * @description
   *
   * Removes the `NgModelGroup` directive instance from the form.
   */
  removeFormGroup(dir: NgModelGroup): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.name, dir.control);
      if (container) {
        container.removeControl(dir.name);
      }
      removeDir<NgModelGroup>(this._directives, dir);
    });
  }

  /**
   * @description
   *
   * Retrieves the `FormGroup` instance for a provided `NgModelGroup` directive instance.
   */
  getFormGroup(dir: NgModelGroup): FormGroup {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.name, dir.control);
      if (container) {
        let group = new FormGroup({});
        setUpFormContainer(group, dir);
        group.updateValueAndValidity({emitEvent: false});
        return group;
      }
    });
  }

  /**
   * @description
   *
   * Sets the value for the provided `NgControl` directive.
   */
  setValue(value: any): void {
    resolvedPromise.then(() => {
      const container = this._findContainer(dir.path);
      if (container) {
        container.setValue(value);
      }
    });
  }

  /**
   * @description
   *
   * Updates the `FormGroup` for a provided `NgModelGroup` directive instance.
   */
  updateModel(dir: NgControl, value: any): void {
    resolvedPromise.then(() => {
      const ctrl = <FormControl>this.form.get(dir.path);
      ctrl.setValue(value);
    });
  }

  /**
   * @description
   *
   * Handles the form submission event.
   */
  onSubmit($event: Event) {
    this.submitted = true;
  }

  /**
   * @description
   *
   * Handles the form reset event.
   */
  onReset() {
    this.submitted = false;
  }
}

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Method called when the `\$submit` event is triggered on the form.

Triggers the `ngSubmit` emitter to emit the `\$submit` event as its payload.

Object

### onSubmit($event: Event): boolean

Sets the form to an initial value and resets its submitted status.

### onReset(): void

Reset the form.

### resetForm(value: any = undefined): void

Resets the form.

### _setUpdateStrategy(): void

### _findContainer(path: string[]): FormGroup

### ngOnInit(): void

### ngOnDestroy(): void

### get control(): FormGroup

### get path(): string[]

### get formDirective(): Form|null

### get validator(): ValidatorFn|null

### get asyncValidator(): AsyncValidatorFn|null

### modelParentException(): void

### formGroupNameException(): void

### missingNameException(): void

### ngModelGroup

Option 1: Use formControlName instead of ngModel (reactive strategy):

Example:

```javascript
$\{Examples.ngModelGroup\}
```

Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):

Example:

```javascript
$\{Examples.ngModelWithFormGroup\}
```
`If ngModel is used within a form tag, either the name attribute must be set or the form
control must be defined as 'standalone' in ngModelOptions.

Example 1: <input [(ngModel)]="person.firstName"
name="\"first\"">
Example 2: <input [(ngModel)]="person.firstNameName" [ngModelOptions]="\"{standalone: true}\"">

static modelGroupParentException() { throw new Error(\"ngModelGroup cannot be used with a parent formGroup directive.\")

Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

$([$Examples.modelGroupParentException])

Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

</div>

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import {AbstractFormGroupDirective, ControlContainer, NgModelGroup} from '@angular/forms';
import {FormControl, FormControlOptions, NG_VALUE_ACCESSOR} from '@angular/forms';
import {NgControl, NgModelFactory, NgModelGroup, NgModelValueAccessor} from '@angular/forms';
import {composeAsyncValidators, composeValidators, controlPath, isPropertyUpdated, selectValueAccessor, setUpControl} from '@angular/forms';
import {TemplateDrivenErrors} from '@angular/forms';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '@angular/forms';

export const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => NgModel)
};

/**
 * @description
 * Creates and binds a `FormGroup` instance to a DOM element.
 *
 * This directive can only be used as a child of `NgForm` (within `<form>` tags).
 *
 * Provide a name for the sub-group and it will become the key in the form's full value. If you need direct access, export the directive into a local template variable using `ngModelGroup` (ex: `#myGroup="ngModelGroup"`).
 *
 * @usageNotes
 *
 * ### Consuming controls in a grouping
 *
 * The following example shows you how to combine controls together in a sub-group:
 *
 * ```
 * \<\div
 * \<\input
 * \<\input
 * \<\input
 * \<\div
 * ```
 *
 * To use this directive to validate a sub-group of your form separately from the rest of your form, or if some values in your domain model make more sense to consume together in a nested object, provide a name for the sub-group and it will become the key in the sub-group in the form's full value. If you need direct access, export the directive into a local template variable using `ngModelGroup` (ex: `#myGroup="ngModelGroup"`).
 *
 * @ngModule FormsModule
 *
 */
@Directive({selector: '[ngModelGroup]', providers: [modelGroupProvider], exportAs: 'ngModelGroup'})
export class NgModelGroup extends AbstractFormGroupDirective implements OnInit, OnDestroy {
  /**
   * @description
   * Tracks the name of the `NgModelGroup` bound to the directive. The name corresponds to a key in the parent `NgForm`.
   */

  @Input('ngModelGroup') name !: string;

  constructor(
      @Host() @SkipSelf() parent: ControlContainer,
      @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]) {
    super();
    this._parent = parent;
    this._validators = validators;
    this._asyncValidators = asyncValidators;
  }

  /** @internal */

  _checkParentType(): void {
    if (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof NgForm)) {
      throw new Error(\"NgModelGroup cannot be used with a parent formGroup directive.\")
    }

    this._parent = this._parent; // ... (implementation)
  }

  static modelGroupParentException() {
    throw new Error(\"ngModelGroup cannot be used with a parent formGroup directive.\"

    Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

    $([$Examples.modelGroupParentException])

    Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

    </div>

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    import {AbstractFormGroupDirective, ControlContainer, NgModelGroup} from '@angular/forms';
    import {FormControl, FormControlOptions, NG_VALUE_ACCESSOR} from '@angular/forms';
    import {NgControl, NgModelFactory, NgModelGroup, NgModelValueAccessor} from '@angular/forms';
    import {composeAsyncValidators, composeValidators, controlPath, isPropertyUpdated, selectValueAccessor, setUpControl} from '@angular/forms';
    import {TemplateDrivenErrors} from '@angular/forms';
    import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '@angular/forms';

    export const formControlBinding: any = {
      provide: NgControl,
      useExisting: forwardRef(() => NgModel)
    };
expressions before the `input` that use the exported directive
* to have and old value as they have been
* dirty checked before. As this is a very common case for `ngModel`, we added this second change
* detection run.
* Notes:
* - this is just one extra run no matter how many `ngModel` have been changed.
* - this is a general problem when using `exportAs` for directives!
* @const resolvedPromise = ( () =>
    Promise.resolve(null));
* @description
* Creates a `FormControl` instance from a domain model and
* binds it to a form control element.
* The `FormControl` instance tracks the value, user interaction, and
* validation status of the control and keeps the view synced with the model. If used
* within a parent form, the directive also registers itself with the form as a child
* control.
* This directive is used by itself or as part of a larger form. Use the
* `ngModel` selector to activate it.
* It accepts a domain model as an optional `Input`.
* If you have a one-way binding
* to `ngModel` with `[ ]` syntax, changing the value of the domain model in the
* component
* class sets the value in the view. If you have a two-way binding with `[ ]` syntax
* (also known as
* `banana-box syntax`), the value in the UI always syncs back to the domain model in your class.
* 
* To inspect the properties of the associated `FormControl` (like validity state),
* export the directive into a local template variable using `ngModel` as the key (ex: `#myVar="ngModel"`).
* You then access the control using the directive's `control` property,
* but most properties used (like `valid` and `dirty`) fall through to the control
* anyway for direct access.
* See a full list of properties directly available in `AbstractControlDirective`.
* @see `RadioControlValueAccessor` @see `SelectControlValueAccessor` @usageNotes
* - this is just one extra run no matter how many `ngModel` have been changed.
* - this is a general
* problem when using `exportAs` for directives!
* 
* Using ngModel on a standalone control
* 
* When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute
* so that the
* control can be registered with the parent form under that name.
* In the context of a parent form, it's often
* unnecessary to include one-way or two-way binding, 
* as the parent form syncs the value for you. You access its
* properties by exporting it into a
* local template variable using `ngForm` such as (`#f="ngForm"`). Use the
* variable where
* needed on form submission.
* If you do need to populate initial values into your form,
* using a one-way binding for `ngModel` tends to be sufficient as long as you use the exported form's value
* rather
* than the domain model's value on submit.
* 
* Using ngModel within a form
* 
* The following example shows controls using `ngModel` within a form:
* 
* ```html
* <form>
*   <input
* name="login" ngModel placeholder="Login">
*   <input type="checkbox" ngModel
* [ngModelOptions]="{standalone: true}"> Show more options?
* </form>
* <!-- form value: {login: ''} -->
* ```
* 
* Setting the ngModel name attribute through options
* 
* ```html
* <form>
*   <my-person-control
* name="Nancy" ngModel 
* [ngModelOptions]="{name: 'user'}">
*   </my-person-control>
* </form>
* <!-- form value: {user: ''} -->
* ```
* 
* @description
* @usageNotes
* 
* ### Using ngModel on a standalone control
* 
* The following example shows how to use a standalone
* ngModel control
* within a form. This controls the display of the form, but doesn't contain form data.
* The name attribute serves a different purpose.
* The name attribute is used
* within a custom form component, and the
* name `@Input` property serves a different purpose.
* `@Input` property serves a different purpose.
* This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
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* native `disabled attribute` semantics which can be observed on input elements.
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* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
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* native `disabled attribute` semantics which can be observed on input elements.
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* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
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* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
* This static member tells the
* compiler that values of type `boolean` can also be assigned to
* // At runtime we coerce arbitrary values assigned to the
* `disabled` input to a `boolean`. This is not reflected in the type of the property because outside of templates,
* consumers should only deal with booleans. In templates, a string is allowed for convenience and
* matches the
* native `disabled attribute` semantics which can be observed on input elements.
@description
* Tracks whether the control is disabled.
* @Input(disabled) isDisabled : boolean

* @description
* Tracks the value bound to this directive.
* @Input('ngModel') model: any

* @description
* Tracks the configuration options for this 'ngModel' instance.
* @description
* An alternative to setting the name attribute on the form control element.
* See the [example](api/forms/NgModel#using-ngmodel-on-a-standalone-control) for using `NgModel` as a standalone control.

* @description
* When set to true, the `ngModel` will not register itself with its parent form, and acts as if it's not in the form. Defaults to false.
* @description
* Defines the event upon which the form control value and validity update. Defaults to 'change'. Possible values: 'change' | 'blur' | 'submit'.
* @description
* An alternative to setting the name attribute on the form control element.
* See the [example](api/forms/NgModel#using-ngmodel-on-a-standalone-control) for using `NgModel` as a standalone control.

* @description
* A lifecycle method called when the directive's inputs change. For internal use only.
* @param changes A object of key/value pairs for the set of changed inputs.

* @description
* Lifecycle method called before the directive's instance is destroyed. For internal use only.

* @description
* Synchronous validator function composed of all the synchronous validators registered with this directive.
* @Input('disabled') isDisabled : boolean

* @description
* Async validator function composed of all the async validators registered with this directive.

* @description
* A lifecycle method called when the 'ngModelChange' event after * the view model updates.
* @Output('ngModelChange') update = new EventEmitter();

* @description
* Event emitter for producing the 'ngModelChange' event after * the view model updates.
* @Output('ngModelOptionChanges') changes: SimpleChanges

* @description
* Event emitter for producing the 'ngModelChange' event after * the view model updates.

* @description
* A lifecycle method called after the directive's inputs change. For internal use only.

* @description
* Default constructor for this control.
this._checkName();

private _checkParentType(): void {
  if (!this._parent instanceof NgModelGroup) {
    this._parent instanceof AbstractFormGroupDirective {
      throw new TemplateDrivenErrors(formGroupNameException());
    } else if (!(this._parent instanceof NgModelGroup) &
      !(this._parent instanceof NgForm)) {
        throw new TemplateDrivenErrors(modelParentException());
    } else if (this._isStandalone() & !this.name) {
      throw new TemplateDrivenErrors.missingNameException();
    }
  }

  if (this.options && this.options.name) this.name = this.options.name;

  if (!this._isStandalone() && !this.name) {
    throw new TemplateDrivenErrors.missingNameException();
  }
}

private _updateValue(value: any): void {
  resolvedPromise.then(() => {
        this.control.setValue(value, {emitViewToModelChange: false});
  });
}

private _updateDisabled(changes: SimpleChanges) {
  const disabledValue = changes['isDisabled'].currentValue;
  const isDisabled = disabledValue ? disabledValue === "" : false;

  if (isDisabled) {
    this.control.disable();
  } else {
    this.control.enable();
  }
}

/**
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 * found in the LICENSE file at https://angular.io/license
 */

import {Directive} from '@angular/core';

/**
 * @description
 * * Syncs a standalone `FormControl` instance to a form control element.
 * 
 * @see 
 * * `createForm` method in the `ControlBuilder` class
 * @see `AbstractControl`
 *
 * @usageNotes
 *
 * ### Registering a single form control
 * 
 * The following examples shows how to register a standalone control and set its value.
 *
 * ```
 * this.value = 'some value';
 * ```
 *
 * This has been deprecated for a few reasons. First, developers have found
 * this pattern confusing. It seems like the actual `ngModel` directive is being used, but in fact it's
 * an input/output property named `ngModel` on the reactive form directive that simply
 * approximates (some of) its
 * behavior. Specifically, it allows getting/setting the value
 * and intercepting value events. However, some of
 * `ngModel`’s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply
 * don't work,
 * which has understandably caused some confusion.
 *
 * In addition, this pattern mixes template-driven and reactive forms strategies, which
 * we generally don't recommend because it doesn't take advantage of
the full benefits of both strategies. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer to the class removes the convenience of defining forms in the template.

To update your code before support is removed, you'll want to decide whether to stick with reactive form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives.

After (choice 1 - use reactive forms):

```html
<input [formControl]='control'>
```

```ts
this.control.setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)='value']>
```

```ts
this.value = 'some value';
```
asyncValidator(): AsyncValidatorFn

```javascript
asyncValidatorFn(null { \n   return composeAsyncValidators(this._rawAsyncValidators); \n } \n) \n/**\n   * The `FormControl` bound to this directive.\n   */ \nget control() { return this.form; \n} \n/**\n   * Sets the new value for the view model and emits an \n   `ngModelChange` event.\n   */ \n@param newValue The new value for the view model.\n   */ \nviewToModelUpdate(newValue: any): void { \n   this.viewModel = newValue; \n   this.update.emit(newValue); \n   this.update.emit(modelValue); \n} \n/**\n   * Tracks the list of added `FormControl` instances\n   */ \n@Input() \nform: FormGroup = null !; \n/**\n   * Returns an array representing the path to this group. Because this\n   * directive always lives at the top level of a form, it always an empty array.\n   */ \npath: string[] = []; \n```
this.directives.push(dir); return ctrl; }

/**
 * @description
 * Retrieves the `FormControl` instance from the provided `FormControlName` directive.
 * @param dir The `FormControlName` directive instance.
 */
getControl(dir: FormControlName): FormControl { return <FormControl>this.form.get(dir.path); }

/**
 * @description
 * Removes the `FormControlName` instance from the internal list of directives.
 * @param dir The `FormControlName` directive instance.
 */
removeControl(dir: FormControlName): void { removeDir<FormControlName>(this.directives, dir); }

/**
 * @description
 * Adds a new `FormGroupName` directive instance to the form.
 * @param dir The `FormGroupName` directive instance.
 */
addFormGroup(dir: FormGroupName): void { addFormGroup(dir: FormGroupName): FormGroup { return <FormGroup>this.form.get(dir.path); }

/**
 * @description
 * Removes the `FormGroupName` instance from the internal list of directives.
 * @param dir The `FormGroupName` directive instance.
 */
removeFormGroup(dir: FormGroupName): void {}

/**
 * @description
 * Retrieves the `FormGroup` for a provided `FormGroupName` directive instance.
 * @param dir The `FormGroupName` directive instance.
 */
getFormGroup(dir: FormGroupName): FormGroup { return <FormGroup>this.form.get(dir.path); }

/**
 * @description
 * Updates the value for the provided `FormControlName` directive.
 * @param dir The `FormControlName` directive instance.
 * @param value The new value for the directive's control.
 */
updateModel(dir: FormControlName, value: any): void {
  const ctrl = <FormControl>this.form.get(dir.path);
  ctrl.setValueAndValidity({});
}

/**
 * @description
 * Method called with the "submit" event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the "submit" event as its payload.
 * @param $event The "submit" event object
 */
onSubmit($event: Event): boolean {
  (this as{submitted: boolean}).submitted = true;
  syncPendingControls(this.form, this.directives);
  this.ngSubmit.emit($event);
  return false;
}

/**
 * @description
 * Method called when the "reset" event is triggered on the form.
 */
onReset(): void { this.resetForm(); }

/**
 * @description
 * Resets the form to an initial value and resets its submitted status.
 * @param value The new value for the form.
 */
resetForm(value: any = undefined): void {
  this.form.reset(value);
  (this as{submitted: boolean}).submitted = false;
}

/**
 * @description
 * Sets the new value for the provided `FormControlName` directive.
 * @param dir The `FormArrayName` directive instance.
 */
setFormValue(dir: FormControlName, value: any): void {
  const ctrl = <FormControl>this.form.get(dir.path);
  ctrl.setValueAndValidity({});
}

/**
 * @description
 * No-op method to remove the form group.
 */
removeFormGroup(dir: FormGroupName): void {}

/**
 * @description
 * No-op method to remove the form array.
 */
removeFormArray(dir: FormArrayName): void {}

/**
 * @description
 * Retrieves the `FormArray` for a provided `FormArrayName` directive instance.
 * @param dir The `FormArrayName` directive instance.
 */
getFormArray(dir: FormArrayName): FormArray { return <FormArray>this.form.get(dir.path); }

/**
 * @description
 * Adds a new `FormArrayName` directive instance to the form.
 * @param dir The `FormArrayName` directive instance.
 */
addFormArray(dir: FormArrayName): void {
  const ctrl = <FormArray>this.form.get(dir.path);
  setUpFormContainer(ctrl, dir);
  ctrl.updateValueAndValidity({});
}

/**
 * @description
 * Updates the form to an initial value and resets its submitted status.
 * @param value The new value for the form.
 */
}
composeValidators, controlPath} from 'shared'; import { AsyncValidatorFn, ValidatorFn } from 'validators';

import { FormControlDirective } from './form_control_directive';

export const formGroupNameProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => FormGroupName)
};

/**
 * @description
 *
 * Syncs a nested `FormGroup` to a DOM element.

 * It accepts the string name of the nested `FormGroup` to link, and looks for a `FormGroup` registered with that name in the parent.

 * This directive can only be used with a parent `FormGroupDirective`.

 * Use nested form groups to validate a sub-group of an

 * form separately from the rest or to group the values of certain

 * controls into their own nested object.

 * @see [Reactive Forms Guide](guide/reactive-forms)

 * @usageNotes

 * ### Access the group by name

 * The following example registers a nested `FormGroup` within an existing `FormGroup`, and provides methods to retrieve the nested `FormGroup` and individual controls.

 * @see [Example](forms/ts/nestedFormGroup/nested_form_group_example.ts)

 * @ngModule

 * ReactiveFormsModule

 * @publicApi
 */
@Directive({selector: '[formGroupName]', providers: [formGroupNameProvider]})
export class FormGroupName extends AbstractFormGroupDirective implements OnInit, OnDestroy {
  /**
   * @description
   * Tracks the name of the `FormGroup` bound to the directive. The name corresponds to a key in the parent `FormGroup` or `FormArray`.

   * Accepts a name as a string or a number.

   * The name in the form of a string is useful for individual forms, while the numerical form allows for form groups to be bound to indices when iterating over groups in a `FormArray`.

   * @throws If the directive does not have a valid group name.

   * @ngModule

   * ReactiveFormsModule

   * @publicApi
 */

  @Input('formGroupName') name !: string | number | null;

  constructor(
      @Optional() @Host() @SkipSelf() parent: ControlContainer,
      @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[])
  {
    super();
    this._parent = parent;
    this._validators = validators;
    this._asyncValidators = asyncValidators;
  }

  /**
   * @description
   * A lifecycle method called when the directive's inputs are initialized. For internal use only.

   * @throws If the directive does not have a valid group name.

   * @ngModule

   * ReactiveFormsModule

   * @publicApi
 */

  export const formArrayNameProvider: any = {
    provide: ControlContainer,
    useExisting: forwardRef(() => FormArrayName)
};

/**
 * @description
 *
 * Syncs a nested `FormArray` to a DOM element.

 * This directive is designed to be used with a parent `FormGroupDirective` (selector: `[formGroupName]`).

 * It accepts the string name of the nested `FormArray` you want to link, and will look for a `FormArray` registered with that name in the parent.

 * This directive is designed to be used with a parent `FormGroupDirective` (selector: `[formGroupName]`).

 * It accepts the string name of the nested `FormArray` you want to link, and will look for a `FormArray` registered with that name in the parent.

 * The name in the form of a string is useful for individual forms, while the numerical form allows for form arrays to be bound to indices when iterating over arrays in a `FormArray`.

 * ### Example

   * @see [Example](forms/ts/nestedFormArray/nested_form_array_example.ts)

 * @ngModule

 * ReactiveFormsModule

 * @publicApi
 */
@Directive({selector: '[formArrayName]', providers: [formArrayNameProvider]})
export class FormArrayName extends ControlContainer implements OnInit, OnDestroy {

  @Input('formArrayName') name !: string | number | null;

  constructor(
      @Optional() @Host() @SkipSelf() parent: ControlContainer,
      @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[],
      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[])
  {
    super();
    this._parent = parent;
    this._validators = validators;
    this._asyncValidators = asyncValidators;
  }

  /**
   * @description
   * A lifecycle method called when the directive's inputs are initialized. For internal use only.

   * @throws If the directive does not have a valid group name.

   * @ngModule

   * ReactiveFormsModule

   * @publicApi
 */
parent.

ngOnInit(): void {
    this._checkParentType();
    this.formDirective !.addFormArray(this);
}

ngOnDestroy(): void {
    if (this.formDirective) {
        this.formDirective.removeFormArray(this);
    }
}

global.$emit('ng-after-content');

/**
 * @description
 * A lifecycle method called before the directive's instance is destroyed. For internal
 * use only.
 * @param {?} this
 * @param {?} parent
 */

/**
 * @description
 * The top-level directive for this group if present, otherwise null.
 * @param {?} parent
 * @param {?} this
 */

get control(): FormArray { return this.formDirective !.getFormArray(this); }

get formDirective(): FormGroupDirective|null {
    return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
}

get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
}

get validator(): ValidatorFn|null { return composeValidators(this._validators); }

get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._asyncValidators);
}

private _checkParentType(): void {
    if (_hasInvalidParent(this._parent)) {
        ReactiveErrors.arrayParentException();
    }
}

function _hasInvalidParent(parent: ControlContainer): boolean {
    return !(parent instanceof FormGroupName) && !(parent instanceof FormGroupDirective) &&
    !(parent instanceof FormArrayName);
}

/*
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {Directive, EventEmitter, Host, Inject, Input, OnChanges, OnDestroy, Optional, Output, Self, SkipSelf, forwardRef} from '@angular/core';

import {FormControl} from '../../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';
import {AbstractFormGroupDirective} from '../abstract_form_group_directive';
import {ControlContainer} from '../control_container';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from '../control_value_accessor';
import {NgControl} from '../ng_control';
import {ReactiveErrors} from '../reactive_errors';
import {_ngModelWarning, composeAsyncValidators, composeValidators, controlPath, isPropertyUpdated, selectValueAccessor} from '../shared';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '../validators';

import {NG_MODEL_WITH_FORM_CONTROL_WARNING} from './form_control_directive';
import {FormGroupDirective} from './form_group_directive';
import {FormArrayName, FormGroupName} from './form_group_name';

export const controlNameBinding: any = {
    provide: NgControl,
    useExisting: forwardRef(() => FormControlName)
};

/*
 * @description
 * Syncs a `FormControl` in an existing `FormGroup` to a form control
 * element by name.
 * 
 * @see [Reactive Forms
 * Guide](guide/reactive-forms)
 * @see `FormControl`
 * @see `AbstractControl`
 *
 * @usageNotes
 * 
 * ### Register `FormControl` within a group
 *
 * The following example shows how to register multiple form
 * controls within a form group
 * and set their value.
 *
 * ```html
 * <form 
 *   formGroup="form">
 *   <input formControlName="first" [(ngModel)]="value">
 * </form>
 * ```
 *
 * ```ts
 * this.value = 'some value';
 * ```
 *
 * This has been deprecated for a few reasons.
 * First, developers have found this pattern confusing. It seems like the actual `ngModel`
 * directive is being used, but in fact it's an input/output property named `ngModel`
 * on the reactive form directive that simply
 * approximates (some of) its behavior. Specifically, it allows getting/setting the value
 * and intercepting value
 * events. However, some of `ngModel`’s other features - like
 * updating delays with `ngModelOptions` or
 * exporting the directive - simply don't work,
 * which has understandably caused some confusion.
 * In addition, this pattern mixes template-driven and reactive forms strategies, which
 * we generally don't recommend
 */
because it doesn’t take advantage of the full benefits of *either* strategy. Setting the value in the template violates the template-agnostic principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in *the class removes the convenience of defining forms in the template.*

To update your code before support is removed, you’ll want to decide whether to stick within *reactive form directives* (and get/set values using reactive forms patterns) or switch over to *template-driven directives.* After (choice 1 - use reactive forms):

```html
<form [formGroup]="form">
  <input formControlName="first">
</form>
```

```ts
this.form.get('first').setValue('some value');
```

After (choice 2 - use template-driven forms):

```html
<input [(ngModel)]="value">
```

```ts
this.value = 'some value';
```

By default, when you use this pattern, you will see a deprecation warning once in dev/* mode. You can choose to silence this warning by providing a config for `*ReactiveFormsModule` at import time:

```ts
imports:
[
  ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})
]
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `"always"`. This may help to track down where in the code the pattern is being used as the code is being updated.

---

*NgControl* implements `OnChanges`, `OnDestroy` (private _added = false; */*** @ @description * Internal reference to the view model value.

* */ @ @internal

* @ @viewModel: any; */ @ @** @ @description * Tracks the 'FormControl' instance bound to the directive.*

rationale: remove redundant control !:

* FormControl; */ @ @** @ @description * Tracks the name of the 'FormControl' bound to the directive. The name corresponds * to a key in the parent 'FormGroup' or 'FormArray'. * Accepts a name as a string or a number.

* The name in the form of a string is useful for individual forms, * while the numerical form allows for form controls to be bound * to indices when iterating over controls in a 'FormArray'.

rational: remove _add control !:

* @ @TODO(issue/24571): remove '!'; @ @Output('disabled') * @ @setName(isDisabled: boolean) { ReactiveErrors.disabledAttrWarning(); } @ @

rational: remove next 4 properties once deprecation period is over

---

@Host() @SkipSelf() parent: ControlContainer, @ Optional() @Self() @Inject(NG_VALUE_ACCESSOR) valueAccessors: ControlValueAccessor[], @ Optional() @Self() @Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING) private _ngModelWarningConfig: string|null)

---

* A lifecycle method called when the directive's inputs change. For internal use only.

---

* param changes A object of key/value pairs for the set of changed inputs. in

** in ngOnChanges(changes: SimpleChanges) { in if (!this._added) this._setUpControl(); in if

isPropertyUpdated(changes, this.viewModel) { in _ this._ngModelWarningConfig; FormControlName, this, this._ngModelWarningConfig;

in this.viewModel = this.model; in this.formDirective.updateModel(this, this.model); in }

in */ ** @ @description * Lifecycle method called before the directive's instance is destroyed. For internal use only.

---

* @param new Value The new value for the view model and emits an 'ngModelChange' event.

---

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*\nviewToModelUpdate(newValue: any): void {this.viewModel = newValue;\nthis.update.emit(newValue);\n}/**\n * @description\n * Returns an array that represents the path from the top-level form to this control.\n * Each index is the string name of the control on that level.\n */\nget formDirective(): any {\n  return this._parent ? this._parent.formDirective : null;\n}/**\n * @description\n * Synchronous validator function composed of all the synchronous validators in * registered with this directive.\n */\nget validator(): ValidatorFn|null {return composeValidators(this._rawValidators);\n}/**\n * @description\n * Async validator function composed of all the async validators registered with this* directive.\n */\nget asyncValidator(): AsyncValidatorFn {\n  return composeAsyncValidators(this._rawAsyncValidators);\n}private _checkParentType(): void {\n  if (!(this._parent instanceof FormGroupName) &&\n    this._parent instanceof AbstractFormGroupDirective) {\n    ReactiveErrors.ngModelGroupException();\n  } else if (!(\n    (this._parent instanceof FormGroupName) &\n    (this._parent instanceof FormGroupDirective) &\n    !(this._parent instanceof FormArrayName)) {\n    ReactiveErrors.controlParentException();\n  }private _setUpControl() {\n    this._checkParentType();\n    (this as{control: FormControl}).control =\n      this.formDirective.addControl(this);\n    if (this.control.disabled & this.valueAccessor != null) {\n      ReactiveErrors.controlParentException();\n    }\n  }

/**\n * @description\n * Defines the map of errors returned from failed validation checks.\n */\nexport type ValidationErrors = {\n  [key: string]: any
};

/**\n * @description\n * An interface implemented by classes that perform synchronous validation.\n *
 * @usageNotes\n *
 * ### Provide a custom validator\n *
 * The following example implements the `Validator` interface to create a\n * validator directive with a custom error key.\n */\nexport interface Validator {\n  /**\n   * @description\n   * Method that performs synchronous validation against the provided control.\n   *
   * @param\n   * control The control to validate against.\n   *
   * @returns A map of validation errors if validation fails,\n   * otherwise null.\n   */\n  validate(control: AbstractControl): ValidationErrors|null {\n    return {'custom': true};\n  }/**\n   * Method that performs synchronous validation against the provided control.\n   */\n  @param control\n  The control to validate against.\n  * @returns A map of validation errors if validation fails,\n  * otherwise null.\n  */\n  validate(control: AbstractControl): ValidationErrors|null {\n    return {'custom': true};\n  }/**\n   * Method that performs asynchronous validation against the provided control.\n   */\n  @param control\n  The control to validate against.\n  * @returns A promise or observable that\n  * resolves a map of validation errors if validation fails,\n  * otherwise null.\n  */\n  validate(control: AbstractControl): Observable<ValidationErrors|null> {\n    return observableOf({'custom': true});\n  }/**\n   * @description\n   * Registers a callback function to call when the validator inputs change.\n   */\n  @param fn\n  The callback function\n  \n  An registerOnValidatorChange?(fn: () => void): void;\n
/**\n * @description\n * Provider which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.\n */\nexport const REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting: CustomValidatorDirective, \n  \n  multi: true
};

/**\n * @description\n * Provider which adds
'CheckboxRequiredValidator' to the 'NG_VALIDATORS' multi-provider list.

```javascript
export const CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  multi: true,
  useExisting: forwardRef(() => CheckboxRequiredValidator),
  providers: [REQUIRED_VALIDATOR],
  host: {'[attr.required]': 'required ? "" : null'}
};
```

```javascript
export class CheckboxRequiredValidator extends RequiredValidator {
  validate(control: AbstractControl): ValidationErrors|null {
    return this.required ? Validators.requiredTrue(control) : null;
  }
}
```

```javascript
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => EmailValidator),
  multi: true,
  providers: [REQUIRED_VALIDATOR],
  host: {'[attr.required]': 'required ? "" : null'}
};
```

```javascript
export class EmailValidator implements Validator {
  validate(control: AbstractControl): ValidationErrors|null {
    return emailValidator
  }
}
```

```javascript
/*
 * @description
 * A directive that adds the `required` attribute to all controls marked with the
 * `required` attribute. The directive is provided with the 'NG_VALIDATORS'
 * multi-provider list.
 */
export const REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  multi: true,
  useExisting: forwardRef(() => RequiredValidator),
  providers: [REQUIRED_VALIDATOR],
  host: {'[attr.required]': 'required ? "" : null'}
};
```

```javascript
export class RequiredValidator implements Validator {
  get required(): boolean|string { return this._required; }
  set required(value: boolean|string) {
    this._required = value != null && value !== false && `${value}` !== 'false';
    if (this._onChange) this._onChange();
  }

  validate(control: AbstractControl): ValidationErrors|null {
    return this.required ? Validators.required(control) : null;
  }

  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }
}
```

```javascript
/*
 * @description
 * A directive that adds the `email` validator to controls marked with the
 * `email` attribute. The directive is provided with the 'NG_VALIDATORS'
 * multi-provider list.
 */
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => EmailValidator),
  multi: true,
  providers: [REQUIRED_VALIDATOR],
  host: {'[attr.required]': 'required ? "" : null'}
};
```

```javascript
export class EmailValidator implements Validator {
  get email(): boolean|string { return this._email; }
  set email(value: boolean|string) {
    this._email = value != null && value !== false && `${value}` !== 'false';
    if (this._onChange) this._onChange();
  }

  validate(control: AbstractControl): ValidationErrors|null {
    return emailValidator
  }
}
```
AbstractControl): ValidationErrors|null {\n  return this._enabled ? Validators.email(control) : null;\n}\n/**\n * Registers a callback function to call when the validator inputs change.\n */\n@description\n* A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.\n* @publicApi\n* @export interface ValidatorFn\n{\n  (control: AbstractControl): ValidationErrors|null \n  * @description\n  * A function that receives a control and returns a Promise or observable that emits validation errors if present, otherwise null.\n  * @publicApi\n  */\nexport interface AsyncValidatorFn {\n  (control: AbstractControl): Promise<ValidationErrors|null>|Observable<ValidationErrors|null>;\n}\n/**\n * Provider which adds `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.\n */\nexport const MIN_LENGTH_VALIDATOR: any = {\n  provide: NG_VALIDATORS,\n  useExisting: forwardRef(() => MinLengthValidator),\n  multi: true,\n}\n/**\n * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.\n */\nexport const MAX_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,\n  useExisting: forwardRef(() => MaxLengthValidator),
  multi: true,
}
object of key/value pairs for the set of changed inputs.

```typescript
ngOnChanges(changes: SimpleChanges): void {
  if (changes.hasOwnProperty('maxlength')) {
    this._createValidator();
    if (this._onChange) this._onChange();
  }
}
```

```typescript
/**
 * @description
 * Method that validates whether the value exceeds \n * the maximum length requirement
 */
validate(control: AbstractControl): ValidationErrors|null {
  return this.maxlength != null ?
    this._validator(control) : null;
}
```

```typescript
/**
 * @description
 * Registers a callback function to call when the validator inputs change.
 */
registerOnValidatorChange(fn: () => void): void {
  this._onChange = fn;
}
```

```typescript
/**
 * @description
 * A directive that adds a `PatternValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const PATTERN_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => PatternValidator),
  multi: true,
};
```

```typescript
/**
 * @description
 * A directive that adds regex pattern validation to controls marked with the
 * `pattern` attribute. The regex must match the entire control value.
 */
@Directive({
  selector: '[pattern][formControlName], [pattern][formControl], [pattern][ngModel]
},
  providers: [PATTERN_VALIDATOR],
  host: {'[attr.pattern]': 'pattern ? pattern : null'}
})
export class PatternValidator
  implements Validator,
        OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the pattern bound to this directive.
   */
  // TODO(issue/24571): remove '!'.
  @Input() pattern !: string | RegExp;

  /**
   * @description
   * A lifecycle method called when the directive's inputs change. For
   * internal use only.
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if (changes.hasOwnProperty('pattern')) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value matches the
   * the pattern requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._validator(control); }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void {
    this._validator = Validators.pattern(this.pattern);
  }
}
```

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RequiredValidator) from './directives/validators';

export {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';

export {ControlValueAccessor} from './directives/control_value_accessor';

export {DefaultValueAccessor} from './directives/default_value_accessor';

export {NgControl} from './directives/ng_control';

export {NgControlStatus, NgControlStatusGroup} from './directives/ng_control_status';

export {NgForm} from './directives/ng_form';

export {NgModel} from './directives/ng_model';

export {NgModelGroup} from './directives/ng_model_group';

export {NumberValueAccessor} from './directives/number_value_accessor';

export {RadioControlValueAccessor} from './directives/radio_control_value_accessor';

export {RangeValueAccessor} from './directives/range_value_accessor';

export {FormControlDirective, NG_MODEL_WITH_FORM_CONTROL_WARNING} from './directives/reactive_directives/form_control_directive';

export {FormControlName} from './directives/reactive_directives/form_control_name';

export {FormGroupDirective} from './directives/reactive_directives/form_group_directive';

export {FormArrayName, FormGroupName} from './directives/reactive_directives/form_group_name';

export {NgSelectOption, SelectControlValueAccessor} from './directives/select_control_value_accessor';

export {NgSelectMultipleOption, SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';

const SHARED_FORM_DIRECTIVES: Type<any>[] = [
  NgNoValidate,
  NgSelectOption,
  NgSelectMultipleOption,
  DefaultValueAccessor,
  NumberValueAccessor,
  RangeValueAccessor,
  CheckboxControlValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
  NgControlStatus,
  NgControlStatusGroup,
  RequiredValidator,
  MinLengthValidator,
  MaxLengthValidator,
  PatternValidator,
  CheckboxRequiredValidator,
  EmailValidator,
];

const TEMPLATE_DRIVEN_DIRECTIVES: Type<any>[] = [NgModel, NgModelGroup, NgForm];

const REACTIVE_DRIVEN_DIRECTIVES: Type<any>[] = [
  FormControlDirective,
  FormGroupDirective,
  FormControlName,
  FormGroupName,
  FormArrayName
];

/**
 * @description
 * Creates an `AbstractControl` from a user-specified configuration.
 *
 * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormGroup`,
 * `FormGroup` or `FormArray`. It reduces the amount of boilerplate needed to build complex forms.
 *
 * @see [Reactive Forms Guide](/guide/reactive-forms)
 *
 * @publicApi
 */
@Injectable()
export class FormBuilder {

  /**
   * Construct a new `FormGroup` instance.
   *
   * @param controlsConfig A collection of child controls. The key for each child is the name
   * under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can
   * have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * * 1) `AbstractControlOptions` object (preferred), which consists of:
   * * `validators`: A synchronous validator function, or an array of validator functions
   * * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
   * @param options Configuration options object for the `FormGroup`. The object can have two shapes:
   * * `AbstractControlOptions` object (preferred), which consists of:
   *   * `validators`: A synchronous validator function, or an array of validator functions
   *   * `asyncValidators`: A single async validator or array of async validator functions
   * `updateOn`: The event upon which the control should be updated (options: `change`
   * | `blur` | `submit`)}
   * `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,
   * `FormArray`, or `FormGroup`. It reduces the amount of boilerplate needed to build complex forms.
   * The key for each child is the name under which it is registered.
AbstractControlOptions

```typescript
AbstractControlOptions[[key: string]: any][null = null]: FormGroup {
  const controls = this._reduceControls(controlsConfig);
  let validators: ValidatorFn|ValidatorFn[[null = null]]
  let asyncValidators: AsyncValidatorFn|AsyncValidatorFn[[null = null]]
  let updateOn: FormHook|undefined = undefined;
  if (options !== null) {
    if (isAbstractControlOptions(options)) {
      // `options` are
      // `AbstractControlOptions`但我们不会生成一个`AbstractControlOptions`类型，而是使用可选参数来传入
      // `validator`和`asyncValidator`。
      validators = options.validators != null ? options.validators : null;
      asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
    } else {
      // `options` are legacy form group options
      validators = options['validator'] != null ? options['validator'] : null;
      asyncValidators = options['asyncValidator'] != null ? options['asyncValidator'] : null;
    }
    return new FormGroup(controls, {validators, updateOn, validators});
  }
```

**LICENSE**

```
/**
 * @license
 *
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */

/**
 * @module
 * @description
 *
 * Entry point for all public APIs of the common package.
 */

import {Version} from '@angular/core';

/**
 * Exports the required providers and directives for template-driven forms, making
 * the common package available for both template-driven and reactive-driven
 * forms.
 */

import {ModuleWithProviders, NgModule} from '@angular/core';

import {InternalFormsSharedModule, NG_MODEL_WITH_FORM_CONTROL_WARNING, REACTIVE_DRIVEN_DIRECTIVES, TEMPLATE_DRIVEN_DIRECTIVES} from './directives';
import {RadioControlRegistry} from './directives/radio_control_value_accessor';
import {FormBuilder} from './form_builder';

/**
 */

@NgModule({
  imports: [InternalFormsSharedModule, NG_MODEL_WITH_FORM_CONTROL_WARNING, REACTIVE_DRIVEN_DIRECTIVES, TEMPLATE_DRIVEN_DIRECTIVES],
  exports: [RadioControlRegistry, FormBuilder],
})

export const COMMON_MODULE = NgModule.decorators[0].target
```
them available for import by NgModules that import this module.

```typescript
@NgModule({
  declarations: TEMPLATE_DRIVEN_DIRECTIVES,
  providers:
          ...
})
export class FormsModule {
}
```

```typescript
/**
 * Provides options for configuring the reactive forms module.
 * @param opts An object of configuration options
 * * `warnOnNgModelWithFormControl` Configures when to emit a warning when an `ngModel` binding is used with reactive form directives.
 * * `staticWithConfigDefaultOptions` Configures when to emit a warning when an `ngModel` binding is used with reactive form directives.
 * * `deprecated as of v6` deprecates as of v6
 * @publicApi
 */
@NgModule({
  declarations: REACTIVE_DRIVEN_DIRECTIVES,
  providers:
          ...
})
export class ReactiveFormsModule {
  /**
   * @description
   * Provides options for configuring the reactive forms module.
   * @param opts An object of configuration options
   * * `warnOnNgModelWithFormControl` Configures when to emit a warning when an `ngModel` binding is used with reactive form directives.
   * * `staticWithConfigDefaultOptions` Configures when to emit a warning when an `ngModel` binding is used with reactive form directives.
   * * `deprecated as of v6` deprecates as of v6
   * @publicApi
   */
```
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// This file only reexports content of the `src` folder. Keep it that way.

/**
 * Entry point for all public APIs of this package.
 */
export * from './src/forms';

// This file only reexports content of the `src` folder. It is only used during editing.

export * from './index';

export {InternalFormsSharedModule as InternalFormsSharedModule);

export {REACTIVE_DRIVEN_DIRECTIVES as REACTIVE_DRIVEN_DIRECTIVES,\
    SHARED_FORM_DIRECTIVES as SHARED_FORM_DIRECTIVES,\
    TEMPLATE_DRIVEN_DIRECTIVES as TEMPLATE_DRIVEN_DIRECTIVES,\
    checkboxValueAccessor as checkboxValueAccessor,\
    defaultValueAccessor as defaultValueAccessor,\
    numberValueAccessor as numberValueAccessor,\
    radioValueAccessor as radioValueAccessor,\
    rangeValueAccessor as rangeValueAccessor,\
    reactiveDirectives as reactiveDirectives,\
    validators as validators};
* @license Angular v9.0.7
* (c) 2010-2020 Google LLC. https://angular.io/
* License: MIT
*/

我以为，能够激励人前进的唯一原因只有一个，那就是对目标的希冀。