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1.8 socket.io-parser 2.3.1

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1.9 buffer-xor 1.0.3

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1.14 minimalistic-crypto-utils 1.0.1

1.15 micrometer-core 1.3.2
1.15.1 Available under license :

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1.16 angular-upgrade 9.0.7

1.16.1 Available under license:

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value === 'function';

export function validateInjectionKey($injector: IInjectorService, downgradedModule: string, injectionKey: string, attemptedAction: string): void {
  if (const upgradeType = getUpgradeAppType($injector);
    const downgradedModuleCount = getDowngradedModuleCount($injector);
    if (!downgradedModule || (downgradedModuleCount >= 2))
    throw new Error($injector.has(injectionKey));
  }

  switch (upgradeType) {
    case UpgradeAppType.Dynamic:
    case UpgradeAppType.Static:
      if (downgradedModule) {
        throw new Error(`Error while ${attemptedAction}: 'downgradedModule' unexpectedly specified.\n` +
          'You should not specify a value for \`downgradedModule\`, unless you are downgrading more than one Angular module (via \`downgradeModule\`))
        break;
    case UpgradeAppType.Lite:
      if (!$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 `+\n          '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 `+\n        '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.
 * (if it implements the needed subset of the `ControlValueAccessor` interface)\n * Implements the subset of the `ControlValueAccessor` interface for AngularJS `ng-model`\n * (if it implements the needed subset of the `ControlValueAccessor` interface)\n * Implements the subset of the `ControlValueAccessor` interface for AngularJS `ng-model`\n * (if it implements the needed subset of the `ControlValueAccessor` interface)\n * Implements the subset of the `ControlValueAccessor` interface for AngularJS `ng-model`\n * (if it implements the needed subset of the `ControlValueAccessor` interface)\n */
function supportsNgModel(component: any) {
  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).
 */
export function hookupNgModel(ngModel: INgModelController, component: any) {
  if (ngModel && supportsNgModel(component)) {
    ngModel.$render = () => {
      component.writeValue(ngModel.$viewValue);
    };
    component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
    if (typeof component.registerOnTouched === 'function')
      component.registerOnTouched(ngModel.$setTouched.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);
}

/*
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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 {
  implementsOnChanges = false;
  inputChangeCount: number = 0;
  inputChanges: SimpleChanges = {};
  componentScope: IScope;
  componentRef!: ComponentRef<any>;
  changeDetector!: ChangeDetectorRef;
  viewChangeDetector!: ChangeDetectorRef;
  constructor(json

Open Source Used In MSX SD-Access Service Pack 3.9.0  81
private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
private ngModel: INgModelController, private parentInjector: Injector,
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 linkFns = compiledProjectableNodes.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.componentRef.injector.get(ChangeDetectorRef);
  this.changeDetector = this.componentRef.changeDetectorRef;
  this.component = this.componentRef.instance;

  // testability hook is commonly added during component bootstrap
  // in downgraded application, component creation will take place here as well as adding the
  // testability hook.

  const testability = this.componentRef.injector.get(Testability, null);
  if (testability) {
    this.componentRef.injector.get(TestabilityRegistry).
    registerApplication(this.componentRef.location.nativeElement, testability);
  }

  this.hookupNgModel(this.ngModel, this.component);
  this.$$runtime.$$initSetupInputs();

  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].propertyName,
          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.
            if (!strictEquals(prevValue, 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 `$observe()`
        // callback.
        let unwatch: Function|null = this.componentRef.$watch(expr, unwatch);
        // If opted out of propagating digests, invoke change detection
        if (!propagateDigest) {
          detectChanges();
        }
      }
      // Invoke `ngOnChanges()` and Change Detection
      (when necessary)
    }
  }

  // Invoke `ngOnChanges()` and Change Detection
  (when necessary)
}

hookupNgModel(this.ngModel, this.component) {
  this.$$runtime.$$initSetupInputs();
}

registerApplication(this.componentRef.location.nativeElement, testability);
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.prototype.null = this.componentScope.$watch(() => {
    unwatch = unwatch();
    unwatch = null;
  });
  const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);

  appRef.attachView(this.componentRef.hostView);
}

this.$onSetupOutputs();

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);
  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);
  }
}

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`);
  }
}

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;
}

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

function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]) {
  const projectableNodes: Node[][] = [];
  let wildcardNgContentIndex: number; = -1;

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

  projectableNodes.sort((a, b) => a.length - b.length);

  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]) {
  let ngContentIndex = 0;

  for (let i = 0; i < ngContentSelectors.length; i++) {
    if (matchesSelector(element, ngContentSelectors[i])) {
      ngContentIndex = i;
    }
  }

  return ngContentIndex;
}

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

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

export interface SyncPromise<T> {
  protected value: T|undefined;
  private resolved = false;
  private callbacks: ((value: T) => unknown)[] = [];

  static all<T>(valuesOrPromises: (T|Thenable<T>)[]): SyncPromise<T> { // Do nothing, if already resolved.
    return; // Run the queued callbacks.
  }

  resolve(value: T): void {
    if (this.resolved)
      return;
    this.value = value;
    this.resolved = true;
    // Run the queued callbacks.
    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, 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';

/**
 * 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 "downgrading" an Angular component.
 *
 * For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](https://angular.io/guide/upgrade#using-angular-components-from-angularjs-code).
 */

export function downgradeComponent(info: {component: Type<any>; downgradedModule?: string; propagateDigest?: boolean}) { // This helper function returns a factory function to be used for registering an AngularJS wrapper directive
  return; // For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](https://angular.io/guide/upgrade#using-angular-components-from-angularjs-code).
}
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, $parse:
      IParseService): IDirective {
    // When using `downgradeModule()` we need to handle certain things specially. For
example:
    // - We always need to attach the component view to the `ApplicationRef` for it to be
    // dirty- checked.
    // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the
    // Angular zone.
    // NOTE: This is not needed, when using `UpgradeModule`, because `Sdigest()`) will be run
    // inside the Angular zone (except if explicitly escaped, in which case we shouldn't
    // force it back in).
    const isNgUpgradeLite = getUpgradeAppType($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 w.r.t 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[]) => {
        // 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 = required[0];
        let
        moduleInjector: Injector|Thenable<Injector>|undefined = undefined;
        let
        ranAsync = 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 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 downgrade module. This way `NgModule` and use its injector as both
        //   `finalModuleInjector` and `finalParentInjector`.
        // - If there is a parent component and the parentInjector
        //   (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's injector as `finalModuleInjector`.
        // Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't need to
        // 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.
        // treating this case as if they belong to different `NgModule`'s.
        // 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.
        // This is a `top-level` Angular component, use the module injector.
        const finalParentInjector = parentInjector || moduleInjector !;
    }
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`
    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
      scope.$evalAsync(() => {});
    }
  }

  // bracket-notation because
  of closure - see #14441
  directiveFactory['$inject'] = [$COMPILE, $INJECTOR, $PARSE];
  return directiveFactory;
}
that the downgraded injectables are not used anywhere outside the part of the app where it is "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.

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 or use it in a downgraded Angular component from a different module.

```typescript
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
import {ElementRef, Injector, SimpleChanges} from '@angular/core';

import {DirectiveRequireProperty, IAugmentedJQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, 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 {
  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?: IElement): string|Promise<string> {
    if (directive.template !== undefined) {
      return getOrCall<string>(directive.template, $element);
    } else if (directive.templateUrl) {
      const $templateCache = getOrElse<string>(directive.templateUrl, $element);
      const template = $templateCache.get(url);
    } else if (fetchRemoteTemplate) {
      throw new Error('loading directive templates asynchronously is not supported');
    }
    return new Promise(resolve, reject => { resolve(template); });
}
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.');
  }

const $httpBackend = $injector.get($HTTP_BACKEND) as IHttpBackendService;
let controller = $injector.get(controllerType) as IController;
controller.$onDestroy($scope: IScope) => {
    if (controllerType !== IController) throw new Error(`Directive '${controllerType.name}' is not a component, it is missing template.`);
    controller.$onDestroy($scope: IScope) => {
        let $element = $element;  
        controller.$onDestroy($scope: IScope);  
        $scope.$destroy();
        angularElement.cleanData([this.element]);
    }  
    angularElement.cleanData(this.element.querySelectorAll('*'));
  }

prepareTransclusion(): ILinkFn|undefined {
    const transclude = this.directive.transclude;
    const contentChildNodes = this.extractChildNodes();
    let $template = contentChildNodes;

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

        if (typeof transclude === 'object') {
            $template = [];
            const slotMap = Object.create(null);

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

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

            contentChildNodes.forEach(node => {
                const slotName = directiveNormalize(node.nodeName.toLowerCase());
                if (slotName) {
                    filledSlots[slotName] = true;
                    slots[slotName] = slots[slotName] || [];
                    slots[slotName].push(node);
                } else {
                    console.log('Transcluded child is not a slot')
                }
            });

            Object.keys(slots).forEach(slotName => {
                const nodes = slots[slotName];
                slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
                    return cloneAttach(nodes, scope);
                };
            });
        }

        // Attach `$$slots` to default slot transclude fn.
        attachChildrenFn.$$slots = slots;

        // 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
        // to empty text nodes (which can only be a result of Angular removing their initial content).
        // NOTE: Transcluded text
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```typescript
// content that starts with whitespace followed by an interpolation

const directiveRequire = this.directive.require || (this.directive.controller && this.directive.name) !;

if (isMap(directiveRequire)) {
  Object.keys(directiveRequire).forEach(key => {
    if (key.nodeType === Node.TEXT_NODE && !key.nodeValue)
      key.nodeValue = '@
    
    if (key.nodeType === Node.ATTRIBUTE_NODE)
      key.setAttribute('required', true);
  });
}

return directiveRequire;
```

```typescript
resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
  const requiredControllersMap = requiredControllers as {[key: string]: IControllerInstance} !;

  Object.keys(requiredControllersMap).forEach(key => {
    controllerInstance[key] = requiredControllersMap[key] !;
  });

  return controllerInstance;
}
```

```typescript
private resolveRequire(require: DirectiveRequireProperty, controllerInstance?: any): SingleOrListOrMap<IControllerInstance>|null {
  if (!require) {
    return null;
  } else if (Array.isArray(require)) {
    return require.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 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}}`);
  }
}
```

```typescript
private getDirectiveRequire(): DirectiveRequireProperty {
  const directiveRequire = this.directive.require || (this.directive.controller && this.directive.name) !;

  if (isMap(directiveRequire)) {
    Object.keys(directiveRequire).forEach(key => {
      if (key.nodeType === Node.TEXT_NODE && !key.nodeValue)
        key.nodeValue = '@
      
      if (key.nodeType === Node.ATTRIBUTE_NODE)
        key.setAttribute('required', true);
    });
  }

  return directiveRequire;
}
```

```typescript
private extractChildNodes(): Node[] {
  const childNodes: Node[] = [];
  let childNode: Node|null;

  while (childNode = this.element.firstChild) {
    this.element.removeChild(childNode);
    childNodes.push(childNode);
  }

  return childNodes;
}
```

```typescript
private compileHtml(html: string): ILinkFn {
  this.element.innerHTML = html;
  return this.$compile(this.element.childNodes);
}
```

```typescript
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);
      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;
    });
  }

  return require;
}
```

```typescript
private resolveRequire(require: DirectiveRequireProperty, controllerInstance?: any): SingleOrListOrMap<IControllerInstance>|null {
  if (!require) {
    return null;
  } else if (Array.isArray(require)) {
    return require.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 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}}`);
  }
}
```

```typescript
getOrCall<T>(property: T | Function, ...args: any[]): T {
  return isFunction(property) ? property.apply(property ? null : T, args) : property;
}
```

```typescript
isMap<T>(value: SingleOrListOrMap<T>): value is {[key: string]: T} {
  return value && !Array.isArray(value) && typeof value === 'object';
}
```

```typescript
notSupported(name: string, feature: string) {
  throw new Error(`Upgraded directive '${name}' contains unsupported feature: '${feature}'.`);
}
```

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**AngularJS v1.6+**

```typescript
Template.forEach(node => {
  if (node.nodeType === Node.TEXT_NODE && !node.nodeValue)
    node.nodeValue = ' ';
});
```

```typescript
Object.keys(requiredControllersMap).forEach(key => {
  controllerInstance[key] = requiredControllersMap[key] !;
});
```

```typescript
private return requiredControllers;`
Note: There is a bug in TS 2.4 that prevents us from inlining this into @Directive
// TODO(tbosch): find or 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 || undefined, self.propertyMap) as any;
        }
    }

    this.type = MyClass;
  }

  extractBindings() {
    const btcIsObject = typeof this.directive != null;
    if (btcIsObject && Object.keys(this.directive).length) {
      throw new Error(`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`);
    }

    const context = btcIsObject ? this.directive.bindToController : this.directive;
    for (let propName in context) {
      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_${attrName}`;
      const inputNameRename = `${inputName}: ${attrName}`;
      const outputName = `output_${attrName}`;
      const outputNameRename = `${outputName}: ${attrName}`;
      const outputNameRenameChange = `${outputNameRename}Change`;
      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.propertyOutputs.push(outputName);
          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.`);
      }
    }
  }

  /**
   * Upgrade ng1 components into Angular.
   */
  static resolve(
    exportedComponents: {[name: string]: UpgradeNg1ComponentAdapterBuilder},
    $injector: IInjectorService): Promise<string[]> {
    const promises = Object.keys(exportedComponents).map(name => {
      const exportedComponent = exportedComponents[name];
      exportedComponent.directive = UpgradeHelper.getDirective($injector, name);
      exportedComponent.extractBindings();
      return Promise.resolve(UpgradeHelper.getTemplate($injector, exportedComponent.directive, true)).then(template => exportedComponent.template = template).
    });
    return Promise.all(promises);
  }

UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck, private controllerInstance:
  IControllerInstance
  IBindingDestination
  ICheckLastValues:
  IElement:
  IScope:
  constructor(in private helper: UpgradeHelper, scope: IScope, private template: string, private inputs: string[], private outputs: string[], private props: string[], private checkProperties: string[], private propertyMap: {[key: string]: string}) {
    this.directive = helper.directive;
    this.element = helper.element;
    this.ScopedElement = helper.ScopedElement;
    this.componentScope = scope;
    this.controllerInstance = this.directive.controller;
    this.checkLastValues.push(INITIAL_VALUE);
  }

  ngOnInit() {
    // Collect contents, insert and
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;
const bindToController = this.directive.bindToController;

if (controllerType &amp; !bindToController) {

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

// Linking
const link = this.directive.link;
const preLink = typeof link == 'object' &amp;&amp; link.pre;
const postLink = typeof link == 'object' ? link.post : link;
const linkFn(this.componentScope, null !, {parentBoundTranscludeFn: attachChildNodes});

if (postLink) {
  postLink(this.componentScope, this.$element, {parentBoundTranscludeFn: attachChildNodes});
}

// Linking
const link = this.directive.link;
const preLink = typeof link == 'object' && link.pre;
const postLink = typeof link == 'object' ? link.post : link;
const linkFn(this.componentScope, null !, {parentBoundTranscludeFn: attachChildNodes});

if (postLink) {
  postLink(this.componentScope, this.$element, {parentBoundTranscludeFn: attachChildNodes});
}

// Require other controllers
const requiredControllers =
this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

// Hook: $onInit
if (this.controllerInstance &amp;&amp; isFunction(this.controllerInstance.$onInit)) {
  this.controllerInstance.$onInit();
}

// Hook: $postLink
if (this.controllerInstance &amp;&amp; isFunction(this.controllerInstance.$postLink)) {
  this.controllerInstance.$postLink();
}

Object.keys(changes).forEach(name => {
  const change: SimpleChange = changes[name];
  this.setComponentProperty(name, change.currentValue);
  ng1Changes[this.propertyMap[name]] = change;
});

if (isFunction(this.destinationObj.$onChanges)) {
  this.destinationObj.$onChanges(ng1Changes);
}

function checkProperties(i) {
  const value = this.destinationObj[propName];
  const last = lastValues[i];
  if (!strictEquals(last, value)) {
    const eventEmitter: EventEmitter<any> = (this as any)[propOuts[i]];
    eventEmitter.emit(lastValues[i] = value);
  }
}

if (this.controllerInstance &amp;&amp; isFunction(this.controllerInstance.$doCheck)) {
  this.controllerInstance.$doCheck();
}

ngOnDestroy() { this.helper.onDestruct(this.componentScope, this.controllerInstance); }

setComponentProperty(name: string, value: any) {
  this.destinationObj[this.propertyMap[name]] = value;
}

/ng1"/@license/* Copyright Google Inc. All Rights Reserved.|n * Use of this source code is
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*/

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/upgrade1';

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 AngularJS
 * component from Angular component
 * (See [UpgradeAdapter#upgradeNg1Component()])
 * 2. creation of AngularJS directive from Angular component
 * (See [UpgradeAdapter#upgradeNg2Component()])
 * 3. Bootstrapping of a hybrid Angular application which
 * contains both of the frameworks
 * coexisting in a single application.
 * When reasoning about how a hybrid Angular 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
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AngularJS directives always execute inside AngularJS framework codebase regardless of
where they are instantiated. Angular components always execute inside Angular framework codebase regardless of
where they are instantiated. An AngularJS component can be upgraded to an Angular component. This creates
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
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>)',
    controller: function($scope) {
      $scope.title = 'World';
    }
  };
});

@Directive({
  selector: 'ng2-comp',
  inputs: ['name'],
  template: 'ng2[<ng1-hello [title]="name">transclude</ng1-hello>](<ng-content></ng-content>)',
  directives: [Ng2Component]
})
class Ng2Component {
}

@NgModule({
  declarations: [Ng2Component, 
    adapter.upgradeNg1Component('ng1Hello')]
})
class MyNg2Module {}
```

### Example

```typescript
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>)',
    controller: function($scope) {
      $scope.title = 'World';
    }
  };
});

@Directive({
  selector: 'ng2-comp',
  inputs: ['name'],
  template: 'ng2[<ng1-hello [title]="name">transclude</ng1-hello>](<ng-content></ng-content>)',
  directives: [Ng2Component]
})
class Ng2Component {
}

@NgModule({
  declarations: [Ng2Component, 
    adapter.upgradeNg1Component('ng1Hello')]
})
class MyNg2Module {}
```

### Example

```typescript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);
const module = angular.module('myExample', []);
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  return {
    scope: { title: '=' },
    template: 'ng1[Hello {{title}}!](<span ng-transclude></span>)',
    controller: function($scope) {
      $scope.title = 'World';
    }
  };
});

@Directive({
  selector: 'ng2-comp',
  inputs: ['name'],
  template: 'ng2[<ng1-hello [title]="name">transclude</ng1-hello>](<ng-content></ng-content>)',
  directives: [Ng2Component]
})
class Ng2Component {
}

@NgModule({
  declarations: [Ng2Component, 
    adapter.upgradeNg1Component('ng1Hello')]
})
class MyNg2Module {}
```
MyNg2Module));\n * const module = angular.module('myExample', []);\n * module.directive('greet',
adapter.downgradeNg2Component(Greeter));\n *\n * @Component({\n * selector: 'greet',\n * template:
'{{salutation}} {{name}}! - <ng-content></ng-content>'\n * })\n * class Greeter {\n * @Input() salutation:
string;\n * @Input() name: string;\n * }\n *\n * @NgModule({\n * declarations: [Greeter],\n * imports:
[BrowserModule]\n * })\n * class MyNg2Module {}\n *\n * document.body.innerHTML =\n * 'ng1
template: <greet salutation=\"Hello\" [name]=\"world\">text</greet>';\n *\n * adapter.bootstrap(document.body,
['myExample']).ready(function() {\n * expect(document.body.textContent).toEqual(\"ng1 template: Hello world! text\");\n * });\n * ```\n */\n downgradeNg2Component(component: Type<any>): Function {\n
this.downgradedComponents.push(component);\n\n return downgradeComponent({component});\n }\n\n /**\n
* Allows AngularJS Component to be used from Angular.\n *\n * Use `upgradeNg1Component` to create an
Angular component from AngularJS Component\n * directive. The adapter will bootstrap AngularJS component
from within the Angular\n * template.\n *\n * @usageNotes\n * ### Mental Model\n *\n * 1. The
component is instantiated by being listed in Angular template. This means that the\n * host element is controlled
by Angular, but the component's view will be controlled by\n * AngularJS.\n *\n * ### Supported Features\n
*\n * - Bindings:\n * - Attribute: `<comp name=\"World\">`\n * - Interpolation: `<comp greeting=\"Hello
{{name}}!\">`\n * - Expression: `<comp [name]=\"username\">`\n * - Event: `<comp
(close)=\"doSomething()\">`\n * - Transclusion: yes\n * - Only some of the features of\n * [Directive
Definition Object](https://docs.angularjs.org/api/ng/service/$compile) are\n * supported:\n * - `compile`: not
supported because the host element is owned by Angular, which does\n * not allow modifying DOM structure
during compilation.\n * - `controller`: supported. (NOTE: injection of `$attrs` and `$transclude` is not
supported.)\n * - `controllerAs`: supported.\n * - `bindToController`: supported.\n * - `link`: supported.
(NOTE: only pre-link function is supported.)\n * - `name`: supported.\n * - `priority`: ignored.\n * `replace`: not supported.\n * - `require`: supported.\n * - `restrict`: must be set to 'E'.\n * - `scope`:
supported.\n * - `template`: supported.\n * - `templateUrl`: supported.\n * - `terminal`: ignored.\n * `transclude`: supported.\n *\n *\n * ### Example\n *\n * ```\n * const adapter = new
UpgradeAdapter(forwardRef(() => MyNg2Module));\n * const module = angular.module('myExample', []);\n *\n
* module.directive('greet', function() {\n * return {\n * scope: {salutation: '=', name: '=' },\n * template:
'{{salutation}} {{name}}! - <span ng-transclude></span>'\n * };\n * });\n *\n * module.directive('ng2',
adapter.downgradeNg2Component(Ng2Component));\n *\n * @Component({\n * selector: 'ng2',\n *
template: 'ng2 template: <greet salutation=\"Hello\" [name]=\"world\">text</greet>'\n * })\n * class
Ng2Component {\n * }\n *\n * @NgModule({\n * declarations: [Ng2Component,
adapter.upgradeNg1Component('greet')],\n * imports: [BrowserModule]\n * })\n * class MyNg2Module {}\n
*\n * document.body.innerHTML = '<ng2></ng2>';\n *\n * adapter.bootstrap(document.body,
['myExample']).ready(function() {\n * expect(document.body.textContent).toEqual(\"ng2 template: Hello world! text\");\n * });\n * ```\n */\n upgradeNg1Component(name: string): Type<any> {\n if
((<any>this.ng1ComponentsToBeUpgraded).hasOwnProperty(name)) {\n
return
this.ng1ComponentsToBeUpgraded[name].type;\n } else {\n
return (this.ng1ComponentsToBeUpgraded[name]
= new UpgradeNg1ComponentAdapterBuilder(name))\n
.type;\n }\n }\n\n /**\n * Registers the adapter's
AngularJS upgrade module for unit testing in AngularJS.\n * Use this instead of `angular.mock.module()` to load
the upgrade module into\n * the AngularJS testing injector.\n *\n * @usageNotes\n * ### Example\n *\n *
```\n * const upgradeAdapter = new UpgradeAdapter(MyNg2Module);\n *\n * // configure the adapter with
upgrade/downgrade components and services\n * upgradeAdapter.downgradeNg2Component(MyComponent);\n
*\n * let upgradeAdapterRef: UpgradeAdapterRef;\n * let $compile, $rootScope;\n *\n * // We must register
the adapter before any calls to `inject()`\n * beforeEach(() => {\n * upgradeAdapterRef =
upgradeAdapter.registerForNg1Tests(['heroApp']);\n * });\n *\n * beforeEach(inject((_$compile_,
_$rootScope_) => {\n * $compile = _$compile_;\n * $rootScope = _$rootScope_;\n * }));\n *\n * it(\"says
hello\", (done) => {\n * upgradeAdapterRef.ready(() => {\n * const element = $compile(\"<mycomponent></my-component>\")($rootScope);\n * $rootScope.$apply();\n *

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expect(element.html()).toContain("Hello World");

@usageNotes
* @param modules any AngularJS modules that the upgrade module should depend upon
* @returns an `UpgradeAdapterRef`, which lets you register a `ready()` callback to run assertions once the Angular components are ready to test through AngularJS.
* `registerForNg1Tests(modules?: string[]): void`;
UpgradeAdapterRef

@usageNotes
* @returns an `UpgradeAdapterRef`, which lets you register a `ready()` callback to run assertions once the Angular components are ready to test through AngularJS.
* `registerForNg1Tests(modules?: string[]): void`;
UpgradeAdapterRef

@usageNotes
* ```
* ```
module.factory('example', adapter.downgradeNg2Provider(Example));

```
module.downgradeNg2Provider({
  'adapter': adapter/downgradeNg2Provider(Example)
});
```

```
module.factory('example', adapter/downgradeNg2Provider(Example));

**adapter.bootstrap(document.body, ['myExample']).ready((ref) => {
  * const example: Example = ref.ng1Injector.get('example');
  * });
  ```

Declare the AngularJS upgrade module for this adapter should depend upon.

```
* This method is automatically called by `bootstrap()` and `registerForNg1Tests()`. * param modules

The AngularJS modules that this upgrade module should declare upon.

```
* @returns The AngularJS upgrade module that is declared by this method

```
 private declareNg1Module(modules: string[]) {
    const delayApplyExps: Function[] = [
      function(rootScopePrototype: any, function(rootScope: IRootScopeService): any {
        // 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.

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

return rootScope = rootScopePrototype.constructor.prototype;

```
```
rootScopePrototype.$apply = original$applyFn; // restore original $apply

while (delayApplyExps.length) {
  rootScope.$apply(delayApplyExps.shift());
}

rootScopePrototype = null;

}

return this.ng2BootstrapDeferred.resolve(ng1Injector), onError)

this.ngZone.onMicrotaskEmpty.subscribe({
  next: () => {
    if (rootScope.$$phase) {
      return rootScope.$evalAsync(() => {});
    }

    return rootScope.$digest();
  }
});

rootScope.$on('$destroy', () => {
  subscription.unsubscribe();
});

})

.catch((e) =>
this.ng2BootstrapDeferred.reject(e));

)

/**
 * Synchronous promise-like object to wrap parent injectors, * to preserve the synchronous nature of AngularJS's $compile.
 */
class ParentInjectorPromise {
  // TODO(issue/24571): remove '!'. private injector !: Injector;
  private callbacks: ((injector: Injector) => any)[] = [];

  constructor(private element: IAugmentedJQuery) {
    // store the promise on the element
    element.data!(controllerKey(INJECTOR_KEY), this);
  }

  then(callback: (injector: Injector) => any) {
    if (this.injector) {
      callback(this.injector);
    } else {
      this.callbacks.push(callback);
    }
  }

  resolve(injector: Injector) {
    this.injector = injector;

    // reset the element data to point to the real injector
    this.element.data!(controllerKey(INJECTOR_KEY), injector);

    // clean out the element to prevent memory leaks
    this.element = null !;

    // run all the queued callbacks
    this.callbacks.forEach((callback) => callback(injector));
    this.callbacks.length = 0;
  }
}

/**
 * Use `UpgradeAdapterRef` to control a hybrid AngularJS / Angular application.
 *
 * @deprecated Deprecated since v5. Use `upgrade/static` instead, which also supports
 * [Ahead-of-Time compilation](guide/aot-compiler).
 *
 * @publicApi
 */
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 && this._readyFn(this);
  }

  /**
   * 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()`.
   */
  public ready(fn: (upgradeAdapterRef: UpgradeAdapterRef) => void) {
    this._readyFn = fn;
  }

  /**
   * Dispose of running hybrid AngularJS / Angular application.
   */
  public dispose() {
    this.ng1Injector && this.ng1RootScope.$destroy();
    this.ng2ModuleRef && this.ng2RootScope.$$destroy();
  }
}

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

export * from './index';

}/
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(window.hasOwnProperty('angular')) {  
    angular = (<any>window).angular;
} catch {  
  // ignore in CJS mode
  angular = @deprecated Use `setAngularJSGlobal` instead.
}  

setAngularLib(ng: any): any {  
  return ng;  
}

getAngularLib(): any {  
  return angular;  
}

setAngularJSGlobal(ng: any): void {  
  angular = ng;  
}

getAngularJSGlobal(): any {  
  return angular;  
}

updateBootstrap(e, modules, config?) =>  
    angular.bootstrap(e, modules, config);

getTestability: typeof angular.getTestability(e: string) =>  
    angular.getTestability(e);

getUpgradeModuleName: typeof angular.getUpgradeModuleName =>  
    angular.getUpgradeModuleName();

getUpgradeAppType: typeof angular.getUpgradeAppType =>  
    angular.getUpgradeAppType();

upgradedModuleCount: typeof angular.upgradedModuleCount =>  
    angular.upgradedModuleCount()

upgradedModuleName: typeof angular.upgradedModuleName =>  
    angular.upgradedModuleName();

injector: Injector;  

$injectorFactory:  
  return $injector;

AngularTestingModule:  
  constructor(i: Injector) {  
    injector = i;
  }

imonialApp:  
  services:  
    $injector:  
  }

AngularTestingModule {  
  constructor(i: Injector) {  
    injector = i;
  }

  This function returns an 'NgModule' decorated class that is configured to  
  wire up the Angular's and AngularJS injectors without the need to actually bootstrap a 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. This function allows unit testing Angular services that depend upon  
  upgraded AngularJS services.  

  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`. 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.

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
import {Injector} from '@angular/core';
import {TestBed} from '@angular/core/testing';
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 `angular.mock.module` to include this module in the unit test injector. In the following code snippet, we are configuring the `Sinjector` with two modules:
 *
 * The AngularJS `ng1AppModule`, which is the AngularJS part of our hybrid application and the `Ng2AppModule`, which is the Angular part.
 *
 * Once this is done we can get hold of services via the AngularJS `Injector` as normal. 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.

```
angularModules a collection of Angular modules to include in the configuration.

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

---

LICENSE file at https://angular.io/license

---

export * from './public_api';
export {createAngularTestingModule} from './src/create_angular_testing_module';
export {createAngularJSTestingModule} from './src/create_angularjs_testing_module';
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 ɵangular_packages_upgrade_static_testing_testing_b} from '../../src/common/src/constants';
export {UpgradeAppType as ɵangular_packages_upgrade_static_testing_testing_c} from '../../src/common/src/util';
mB,GAAG;iBAAbB,CAAC;:ACnCrD;::;:AAcA,IAAI,SAAS,GAACK,IAAI,CAAC;AACpD,IAAIA,UAACK,CAAC C:AAEvB,SAAgB,SBAAgB;IAACB,OAAB,SAAS,CAAC;CACIB;iBADG;iAGE,8BAAY,CAAW;QAAIA,UAACK, GAAC,CAAC,CAAC;KAAE;IAD/B,0BAA0B;QADhC,QAAQ,CAAC,EAAC,SAAS,EAEE,CAAC,EAAC,EAAC;yCAE3D,QAAQ;OADZ,0BAA0B,CA Ehc;IADD,2BAAC;CAFDF,1AEc,AAEd;:;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;AAiEA,SAAgB,0BAA0B,CA C/CAgB,SBAA0B,EAEE,QAAkB;IAACDC,OAAC,CAAC,0BAA0B,EAEE,SBAAgB,CAAC;SACrD,QAAQ,CAAC, oBAA0B,iBBAAwB;SACrD,OAIO,CAAC,YAAE,EAEE;CAAC,OAAM,OAAD,UAQQ,GAAA,CAAC,CAAC;IAC3C,S AAS,GAAGE,QAAlgB,CAAC,CAAC,IAAI,EAEE,0BAA0B,CAAC,EAEE,QAQQ,CAAC,CAAC;IAC3E,OAAO, oBAA0B,CAAC,CAAC;AC7B;:ACGD;:;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;AAiEA,SAAgB,0BAA0B,CA C/CAgB,4BAA4B,CAAC,cAAqB;IAChE,0AAOC,OAAC,CAAC,0BAA0B,EAEE,EAEE,CAAC;SAC5C,QAAQ,CAAC C0BAA0B,iBBAAwB;SACrD,OAAC,CAAC,YAAC,EAAC;QAAC,SAAS;QACT,UAAC,SAABB,YAC7B,OAQO,CAAC,CAAC,cBAAsB,CAAC;gBAC7B,OAEO,EAEE,cAAc;gBACvB,SAAS,EAEE,CAAC,EAAC,OAAC,EAEE,EAEE,SAAS, EAEE,QAQQ,EAEE,SAAS,CAAC;aACvD,CAAC,CAAC;YACH,OAAC,OAAC,CAAC,MAAM,CAAC, QAQQ,CAAC,CAAC;SACjC;KAFC,CAAC;SAAL,IAAI,CAAC;CACX;:ACnGD;::;:GAMG;;ACNH;::;:GAMG;; ACNH;;GAEG;;:"}

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

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

/**
 * @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
 */

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
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* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/src/dynamic/src/upgrade_ng1_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/src/common/src/component_info.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/src/common/src/version.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/static/testing/src/create_angularjs_testing_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/src/common/src/constants.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/public_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/src/common/src/downgrade_component.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/public_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/static/src/util.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/private/public_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm5/static/src/upgrade_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/src/common/src/downgrade_component_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/src/dynamic/src/upgrade_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/index.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/src/common/src/constants.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/src/common/src/util.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/static/src/angular1_providers.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/static/src/downgrade_injectable.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/static/testing/public_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/static/src/upgrade_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/upgrade/index.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/upgrade/upgrade_component.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/upgrade/index.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
  esm2015/upgrade/upgrade_component.js
No license file was found, but licenses were detected in source scan.
ar_testing_module.ts","../../../../packages/upgrade/static/testing/src/create.angularjs_testing_module.ts","../../../../packages/upgrade/static/testing/testing.ts"]},"sourcesContent":"
/**
 * @license
 * Copyright Google Inc. All
 * Rights Reserved.
 */

export type Ng1Token = string;

export type Ng1Expression = string | Function;

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

export type IInjectable = (Ng1Token | Function)

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

export interface IModule {
  name: string;
  requires: (string|IInjectable)
  requires: (string|IInjectable)
  requires: (string|IInjectable)
  requires: (string|IInjectable)
  requires: (string|IInjectable)
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  requires: (string|IInjectable)
  requires: (string|IInjectable)
  requires: (string|IInjectable)
  requires: (string|IInjectable)
  requires: (string|IInjection
void;

export interface IProvider {
  $get: Injectable;
}

export interface IProvideService {
  (expression: string): ICompiledExpression;
}

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

export interface ITemplateCacheService extends ICacheObject {}

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

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

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

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
};

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

/**
 * Resets the AngularJS global.
 *
 * Used when AngularJS is loaded lazily, and not available on `window`. Do not declare as `module` to avoid webpack bug
 */

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;

export const injector: typeof angular.injector = angular.injector;

export const

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AngularJS injector should have `strictDI` enabled.

```typescript
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;
}
```

### Notes
- 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
- The `createAngularTestingModule` function returns a 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.

```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 AngularJS and Angular injectors without the need to actually bootstrap.
 * @param 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);
      });
}
```

### Notes
- This makes it simpler and faster to unit test services.
- Do not use `createAngularJSTestingModule` in the same spec as `createAngularTestingModule`.

```typescript
/**
 * 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 ɵangular_packages_upgrade_static_testing_testing_b} from '../../src/common/src/constants';
export {UpgradeAppType as ɵangular_packages_upgrade_static_testing_testing_c} from '../../src/common/src/util';
```
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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.

{"version":3,"sources":['packages/upgrade/upgrade-static.umd.js'],"names":['global','factory','exports','module','require','define','amd','self','ng','upgrade','static'];}
**@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) {

    /**
     * @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
     */
    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
     */
    function setAngularJSGlobal(ng) {
        ng;
    }

```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) {

    /**
     * @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
     */
    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
     */
    function setAngularJSGlobal(ng) {
        ng;
    }

```
\"function\" &\& (g.Symbol.iterator = function() { return this; }); g\n\n\n\nfunction verb(n) { return function(v) { return new Promise((resolve, reject) => {
    const xhr = new XMLHttpRequest();
    xhr.open("GET", "https://api.example.com/data", true);
    xhr.send();
    if (xhr.status === 200) {
        resolve(xhr.responseText);
    } else {
        reject(xhr.statusText);
    }
})

function step(op) {
    let promise = new Promise((resolve, reject) => {
        try {
            // Execute the specified operation
        } catch (error) {
            reject(error);
        }
    });
    return promise.then(resolve, reject);
}

async function main() {
    try {
        let response = await fetch("https://api.example.com/data");
        let data = await response.json();
        console.log(data);
    } catch (error) {
        console.error(error);
    }
}

main();
>= 2)) \n throw new Error("Error while \" + attemptedAction + ": 'downgradedModule' not specified.\n" +
                        "Did you forget to downgrade an Angular module or include it in the AngularJS \" +
                        "application?\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?\n")
}

/**
 * @return Whether the passed-in component implements the subset of the
 *     `ControlValueAccessor` interface needed for AngularJS \ng-model\n *     compatibility.\n */
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).\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 two values for strict equality, accounting for the fact that \'NaN !== NaN\'.\n * Copyright Google Inc. All Rights Reserved.\n */
function strictEquals(val1, val2) {
    return val1 === val2 || (val1 !== val1 && val2 !== val2);
}

/**
 * @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
 */
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 = $parse;
        this.componentFactory = componentFactory;
        this.wrapCallback = wrapCallback;
        this.implementsOnChanges = false;
        this.inputChangeCount = 0;
        this.inputChanges = [];
        this.componentFactory = componentFactory;
        this.parentInjector = parentInjector;
        this.$compile = $compile;
        this.$parse = $parse;
        this.implementsOnChanges = false;
        this.inputChangeCount = 0;
        this.inputChanges = [];
        this.componentFactory = componentFactory;
        this.parentInjector = parentInjector;

        this.linkFns = this.projectableNodes.map(function (nodes) { return _this.compile(nodes); });
        this.element.empty();
        linkFns.forEach(function (linkFn) {
            linkFn(this.scope, function (clone) {
                this.projectableNodes.push(clone);
            });
        });
        this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.component = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
    }
    return DowngradeComponentAdapter;
});

var DowngradeComponentAdapter.prototype = {
    compileContents: function () {
        var compiledProjectableNodes = [];
        var projectableNodes = this.groupProjectableNodes();
        var this.linkFns = this.projectableNodes.map(function (nodes) { return _this.compile(nodes); });
        this.element.empty();
        linkFns.forEach(function (linkFn) {
            linkFn(this.scope, function (clone) {
                this.projectableNodes.push(clone);
            });
        });
        this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.component = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.viewChangeDetector = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
    }
    return DowngradeComponentAdapter;
});

var DowngradeComponentAdapter.prototype = {
    compileContents: function () {
        var compiledProjectableNodes = [];
        var projectableNodes = this.groupProjectableNodes();
        var this.linkFns = this.projectableNodes.map(function (nodes) { return _this.compile(nodes); });
        this.element.empty();
        linkFns.forEach(function (linkFn) {
            linkFn(this.scope, function (clone) {
                this.projectableNodes.push(clone);
            });
        });
        this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.component = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.viewChangeDetector = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
    }
    return DowngradeComponentAdapter;
});

var DowngradeComponentAdapter.prototype = {
    compileContents: function () {
        var compiledProjectableNodes = [];
        var projectableNodes = this.groupProjectableNodes();
        var this.linkFns = this.projectableNodes.map(function (nodes) { return _this.compile(nodes); });
        this.element.empty();
        linkFns.forEach(function (linkFn) {
            linkFn(this.scope, function (clone) {
                this.projectableNodes.push(clone);
            });
        });
        this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.component = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.viewChangeDetector = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
    }
    return DowngradeComponentAdapter;
});

var DowngradeComponentAdapter.prototype = {
    compileContents: function () {
        var compiledProjectableNodes = [];
        var projectableNodes = this.groupProjectableNodes();
        var this.linkFns = this.projectableNodes.map(function (nodes) { return _this.compile(nodes); });
        this.element.empty();
        linkFns.forEach(function (linkFn) {
            linkFn(this.scope, function (clone) {
                this.projectableNodes.push(clone);
            });
        });
        this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.component = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
        this.changeDetector = this.componentRef.changeDetectorRef;
        this.viewChangeDetector = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
    }
    return DowngradeComponentAdapter;
});
this.componentInstance.injector.get(core.TestabilityRegistry)}
        .registerApplication(this.componentInstance.location.nativeElement, testability);}
    }
    hookUpNgModel(this.ngModel, this.component);}
DowngradeComponentAdapter.prototype.setupInputs = function (manuallyAttachView, propagateDigest) {
    var _this = this;
    if (propagateDigest === void 0) { propagateDigest = true; }
    var attrss = this.attrss;
    var inputs = this.componentFactory.inputs || [];
    var _loop_1 = function (i) {
        var input = new PropertyBinding(inputs[i].propName, inputs[i].templateName);
        var expr = null;
        if (attrss.hasOwnProperty(input)) {
            var observeFn_1 = (function (prop) {
                var prevValue = INITIAL_VALUE;
                return function (currValue) {
                    // Initially, both $observe() and $watch() will call this function.
                    if (!strictEquals(prevValue, currValue)) {
                        if (prevValue === INITIAL_VALUE) {
                            prevValue = currValue;
                        }
                        _this.updateInput(prop, prevValue, currValue);
                        prevValue = currValue;
                    }
                };
            })(input.prop);
            attrs.$observe(input, observeFn_1);
            // 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 `$observe()`
            // callback.
            var unwatch_1 = _this.componentScope.$watch(function () {
                unwatch_1();
                unwatch_1 = null;
                observeFn_1(attrss[input]);
            });
        } else if (attrss.hasOwnProperty(input.bindAttr)) {
            expr = attrss[input.bindAttr];
        } else if (attrss.hasOwnProperty(input.bracketAttr)) {
            expr = attrss[input.bracketAttr];
        } else if (attrss.hasOwnProperty(input.bindonAttr)) {
            expr = attrss[input.bindonAttr];
        } else if (attrss.hasOwnProperty(input.bracketParenAttr)) {
            expr = attrss[input.bracketParenAttr];
        }
        if (expr != null) {
            var watchFn = (function (prop) { return function (currValue, prevValue) {
                return _this.updateInput(prop, prevValue, currValue);
            }; })(input.prop);
            this.componentScope.$watch(expr, watchFn);
        }
    };
    for (var i = 0; i < inputs.length; i++) {
        _loop_1(i);
    }
    // Invoke `ngOnChanges()`
    if (propagateDigest) {
        var inputChanges = _this.inputChanges;
        _this.inputChanges = {};
        _this.component.ngOnChanges(inputChanges);
    }
    _this.viewChangeDetector.markForCheck();
    // If opted out of propagating digests, invoke change
detection when inputs change.
    if (!propagateDigest) {
        if (_this.implementsOnChanges) {
            var unwatch_2 = _this.componentScope.$watch(function () {
                unwatch_2();
                unwatch_2 = null;
            });
            var appRef = _this.parentInjector.get(core.ApplicationRef);
            appRef.attachView(_this.componentInstance.hostView);
        }
    }
    // If not opted out of propagating digests, invoke change detection on every digest.
    if (propagateDigest) {
        this.componentScope.$watch(this.wrapCallback(this.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) {
        var unwatch_2 = this.componentScope.$watch(function () {
            unwatch_2();
            unwatch_2 = null;
        });
        var output = new PropertyBinding(outputs[i].propName, outputs[i].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
    }
}

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this.subscribeToOutput(output, attrs[bindonAttr], true);

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

this.subscribeToOutput(output, attrs[output.onAttr]);

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

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.
 * *
 * @param {Node[]} nodes - The DOM nodes to group.
 * @return {Node[]} The grouped nodes.
 */

var groupNodesBySelector = function (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;
}

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

    ngContentIndices.sort();
    if (wildcardNgContentIndex !== -1) {
        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);
            } else if (matchesSelectorSelector(element, selector)) {
                ngContentIndices.push(i);
            }
        }
    }

    return ngContentIndices;
}

var ngContentIndices = findMatchingNgContentIndex(element, ngContentSelectors);

return ngContentIndices;

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

var SyncPromise = /** @class */ (function () {
    function SyncPromise() {
        this.resolved = false;
        this.callbacks = [];
        this.callbacks.push(function () {
            this.resolved = true;
            this.callbacks = [];
        });
    }

    SyncPromise.prototype.then = function (onFulfilled, onRejected) {
        if (this.callbacks.length == 0) {
            return this;
        }

        var callbacks = this.callbacks;
        this.callbacks = [];

        return new Promise(function (resolve, reject) {
            for (var i = 0; i < callbacks.length; i++) {
                callbacks[i](resolve);
            }
        });
    }

    return SyncPromise;
}());

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 */

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

var SyncPromise = /** @class */ (function () {
    function SyncPromise() {
        this.resolved = false;
        this.callbacks = [];
    }

    SyncPromise.prototype.then = function (onFulfilled, onRejected) {
        if (this.callbacks.length == 0) {
            return this;
        }

        var callbacks = this.callbacks;
        this.callbacks = [];

        return new Promise(function (resolve, reject) {
            for (var i = 0; i < callbacks.length; i++) {
                callbacks[i](resolve);
            }
        });
    }

    return SyncPromise;
}());

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

*/

* * *

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 */

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

* * *

Synchronous, promise-like object.
 * * var SyncPromise =
 * * @class */ (function () {
 * * function () {
 * * function SyncPromise() {
 * * this.resolved = false;
 * * this.callbacks =

SyncPromise.all = function (valuesOrPromises) {
  var aggrPromise = new SyncPromise();
  var resolvedCount = 0;
  var resolve = function (idx, value) {
    results[idx] = value;
    if (++resolvedCount === valuesOrPromises.length) {
      aggrPromise.resolve(results);
    }
  }
  return aggrPromise;
}

SyncPromise.prototype.resolve = function (value) {
  if (this.resolved)
    return;
  this.value = value;
  this.resolved = true;
  this.callbacks.forEach(function (callback) { return callback(value); });
  this.callbacks.length = 0;
}

SyncPromise.prototype.then = function (callback) {
  if (this.resolved) {
    callback(this.value);
  }
  else {
    this.callbacks.push(callback);
  }
}

return SyncPromise;
}

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/**
 * 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 \`downgrading\` 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/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.
 * * 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).
 * (This option is only necessary when using
 * `downgradeModule()` to downgrade more than one component to AngularJS modules.)
 * - `propagateDigest?: boolean` : Whether to perform \`\$digest\` if the component's inputs changes.
 * (Default: true)
 * * `@publicApi` : 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);
 * var isNgUpgradeLite = getUpgradeAppType(Sinjuctor) === 3 /* Lite */;
 * var wrapCallback = isNgUpgradeLite ? function (cb) { return cb; } : function (cb) { return function () { return core.NgZone.inAngularZone() ? cb() : ngZone.run(cb); }; };
 * var ngZone;
 * When downgrading multiple modules, special handling is needed wrt injectors.
 * var hasMultipleDowngradedModules = isNgUpgradeLite && (getDowngradedModuleCount(Sinjuctor) > 1);
 * return
 * restrict: 'E',
 * terminal: true,
 * require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
 * link:
async, it is possible that it is not run inside a

// digest and initial input values will not be
detected.

scope.$evalAsync(function () { });

var
downgradeFn = isNgUpgradeLite ? doDowngrade : function (pInjector, mInjector) {
    if (!ngZone)
        ngZone = pInjector.get(core.NgZone);

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

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

    ...SrcS downgrade_component_ParentInjectorPromise.all is not a function

    SyncPromise.all([finalParentInjector, finalModuleInjector])
        .then(function (_) { var
        var_b = _read(a, 2), pInjector = _b[0], mInjector = _b[1];
        return downgradeFn(pInjector, mInjector);
    });

    ranAsync = true;
}

// bracket-

--notation because of closure - see #14441

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

return directiveFactory['$inject'] = [SCOMPILE, SINJECTOR, $PARSE];

return directiveFactory;

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 */

/**
 * @description
 *
 * A helper function to allow an Angular
 * service to be accessible from AngularJS.
 *
 * *Part of the 
 * 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.
 *
 * @usageNotes
 * ### 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`
 * and that we have included this in our upgrade app
 * `NgModule` * that on an AngularJS module.
 *
 * Now we can register the `downgradeInjectable`
 * factory function for the service
 * Inside an AngularJS
 * component's controller we can get hold of the
 * downgraded service via the name we gave when
 * downgrading.

 * Use of AOT compilation

 * 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
 * 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 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

---

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can be * used to register the service on an AngularJS module.

```
* @publicApi

function downgradeInjectable(token, 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, downgradeModule, injectorKey, attemptedAction);
    var injector = $injector.get(injectorKey);
    return injector.get(token);
}
```

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```
// 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
// the stored injector and release the
// reference to it.

var tempInjectorRef = null;
function setTempInjectorRef(injector) {
    tempInjectorRef = injector;
}

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

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

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```
@description

A helper function for creating an AngularJS module that
can bootstrap an Angular module

\$NgAdapterInjector(modInjector) \n
\n
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\n
AngularJS only supports a single tree and should always check the module injector\n
NgAdapterInjector.prototype.get = function (token, notFoundValue) {
    if (notFoundValue === core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
        return notFoundValue;
    }

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

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```
// @link downgradeComponent downgraded component needs to be\n// instantiated.\n
* Part of the

Upgrade/static/\api?query=upgrade/static\) library for hybrid upgrade apps that\n
* support AOT compilation.\n
* It allows loading/bootstrapping the Angular part of a hybrid application lazily and not having to\n* pay the cost up-front. For example, you can have an AngularJS application that uses Angular for\n* specific routes and only instantiate the Angular modules if/when the user visits one of these.\n
* The Angular module will be bootstrapped once (when requested for the first time) and the same\n* reference will be used from that point onwards.\n
* \`downgradeModule()\` requires either an \`NgModuleFactory\` or a function:\n
* - \`NgModuleFactory\`: If you pass an \`NgModuleFactory\`, it will be used to instantiate a module\n```
`platformBrowser`'s `[@link PlatformRef#bootstrapModuleFactory bootstrapModuleFactory()]`.

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 `[@link StaticProvider Providers]` that are expected to be available from the returned `NgModuleRef`'s `Injector`.

`downgradeModule()` returns the name of the created AngularJS wrapper module. You can use it to declare a dependency in your main AngularJS module.

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`.

`downgradeModule()` returns the name of the created AngularJS wrapper module. You can use it to declare a dependency in your main AngularJS module.

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 `NgModuleRef` component.

You cannot use `downgradeModule()` and `UpgradeModule` in the same hybrid application.

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

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 detection 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 `UpgradeModule`.

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

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 detection 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 `UpgradeModule`.

### 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 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 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 `@link Injectable#providedIn Injectables`.

- `platformBrowserDynamic()`.

- When using `@link PlatformRef#bootstrapModule bootstrapModule()` to bootstrap the downgraded modules, 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`).

* 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.

* At example upgrade/static/ts/lite-multi-shared/module.ts region="shared-root-module"

```javascript
var lazyModuleRefKey = "\" + LAZY_MODULE_REF + lazyModuleName + "\" + INJECTOR_KEY + ```

```javascript
var lazyModuleName = UPGRADE_MODULE_NAME + \".lazy\" + ++moduleId; var lazyModuleRefKey = \"\" + ```

```javascript
function downgradeModule(moduleFactoryOrBootstrapFn) {
    var lazyModuleName = UPGRADE_MODULE_NAME + \".lazy\" + ++moduleId; var lazyModuleRefKey = \"\" + ```
lazyModuleName;
        var bootstrapFn = isFunction(moduleFactoryOrBootstrapFn) ?
            moduleFactoryOrBootstrapFn : function (extraProviders) {
                return
            };
        var injector;
        // Create an ng1 module to bootstrap.
        module_(lazyModuleName, []).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, [injector, function (ref) {
                return injector = ref.injector;
            }]);
        module_(lazyModuleName, []).return(injector.get(INJECTOR_KEY)
            .return(injector);
        });
        return lazyModuleName;
    }
    function identity(x) {
        return x;
    }

    */
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    */
    // Constants
    var REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;
    // Classes
    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.$element = element(this.element);
                this.directive = directive || UpgradeHelper.getDirective(this.$injector, name);
            }
            UpgradeHelper.getDirective = function ($injector, name) {
                var directives = $injector.get(name + 'Directive');
                if (directives.length > 1) {
                    throw new Error("Only support single directive definition for: " + name);
                }
                var directive = directives[0];
                // AngularJS will transform `link: xyz` to `compile: () => xyz`. So we can only tell there was
                // a
                // user-defined `compile` if there is no `link`. In other cases, we will just ignore `compile`.
                if (directive.compile && !directive.link)
                    notSupported(name, 'compile');
                if (directive.replace)
                    notSupported(name, 'replace');
                if (directive.terminal)
                    notSupported(name, 'terminal');
                return directive;
            };
            UpgradeHelper.getTemplate = function ($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');
                    }
                    var url_1 = getOrCall(directive.templateUrl, $element);
                    return url_1;
                }
                else if (directive.template !== undefined) {
                    return getOrCall(directive.template, $element);
                }
                else if (directive.url) {
                    var $templateCache_1 = $injector.get($TEMPLATE_CACHE);
                    var url_1 = getOrCall(directive.templateUrl, $element);
                    if (template !== undefined) {
                        return template;
                    }
                    else if (!fetchRemoteTemplate) {
                        throw new Error('loading directive
                    templates asynchronously is not supported');
                    }
                    return new Promise(function (resolve, reject)
                        { reject('GET component template from ' + name + ' returning ' + status + ' + ' + response + ' - ');
                            throw new Error('GET component template from ' + url_1 + ' returning ' + status + ' + ' + response + ' - ');
                        });
                }
                UpgradeHelper.prototype.buildController = function (controllerType, $scope) {
                    // TODO: Document that we do not pre-assign bindings on the controller instance.
                    // Quoted properties below so that this code can be
                    // optimized with Closure Compiler.
                    var locals = {'$scope': $scope, 'Owner': $element};
                    var controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);
                    if (controller) {
                        return controller.get('$scope');
                    }
                    throw new Error('Trying to get the Angular injector before bootstrapping the corresponding ' +
                        'Angular module.');
                }
            };
        });
       ]);
    return lazyModuleName;
}
moduleFactoryOrBootstrapFn = isFunction(moduleFactoryOrBootstrapFn) ?
    moduleFactoryOrBootstrapFn : function (extraProviders) {
        return
    };
    var injector;
    // Create an ng1 module to bootstrap.
    module_(lazyModuleName, []).constant(UPGRADE_APP_TYPE_KEY, 3 /* Lite */)
    .factory(INJECTOR_KEY, [lazyInjectorKey, identity])
    .factory(lazyInjectorKey, function () {
        if (!injector) {
            throw new Error('Trying to get the Angular injector before bootstrapping the corresponding ' +
                'Angular module.');
        }
        return injector;
    });
    return lazyModuleName;
}
UpgradeHelper.prototype.compileTemplate = function (template) {
    if (template === undefined) {
        template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element);
    }
    return this.compileHtml(template);
};

UpgradeHelper.prototype.onDestroy = function ($scope, controllerInstance) {
    if (controllerInstance && isFunction(controllerInstance.$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
    this.$element.data(controllerKey(this.directive.name), controller);
    return controller;
};

UpgradeHelper.prototype.prepareTransclusion = function () {
    var _this = 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.
        // `scope.$destroy()` method to prevent `cloneAttachFn` from
        // throwing:
        return cloneAttachFn($template, scope || { $destroy: function () { return undefined; } });
    };
    var $template = contentChildNodes;
    if (transclude) {
        var slots_1 = Object.create(null);
        if (typeof transclude === 'object') {
            $template = [];
            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[directiveNormalize(selector.toLowerCase())] = 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: " + _this.name);
                }
            });
            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 || {});
                };
            });
            // 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 non-zero-width non-joiner character (https://en.wikipedia.org/wiki/Zero-width_non-joiner)
            // 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+
        };
    }
    $template.forEach(function (node) {
        if (typeof transclude !== 'object') {
            $template.push(node);
        }
    });
}
We must create a `Directive` that will make this `ng1Hero` available in Angular templates.

```typescript
/**
 * @description
 *
 * A helper class that allows an AngularJS component to be used from Angular.
 *
 ** Asserts

 * @param {string} [name] - Name of the component.
 * @param {string} [feature] - Name of the feature that needs to be upgraded.
 */
function getOrCall(property) {
    var args = [];
    for (var _i = 0; _i < arguments.length; _i++) {
        args[_i - 1] = arguments[_i]
    }
    return isFunction(property) ?
        property.apply(void 0, __spread(args)) : property;
}
// NOTE: Only works for `typeof T !== 'object'`.
```

If the `require` parameter is not an object, array, or function, the `UpgradeHelper` will throw a new error with an appropriate message. If `require` is an object, the `UpgradeHelper` will use the properties of the object to determine which components need to be upgraded. If `require` is an array, the `UpgradeHelper` will resolve each item in the array and bind it to the controller.

The `UpgradeHelper` class also includes a method for extracting child nodes from the HTML, which can be used to identify which components need to be upgraded. The class also includes a method for compiling HTML templates, which can be used to bind the upgraded components to the controller.

In summary, the `UpgradeHelper` class is a powerful tool for integrating AngularJS components into Angular applications, allowing developers to leverage the existing codebase while taking advantage of the features offered by Angular.

---

**License**

The source code for the `UpgradeHelper` class is distributed under the MIT license, which can be found at [https://angular.io/license](https://angular.io/license). This license allows developers to use the code freely, even for commercial purposes, as long as the original copyright notice is not removed.

---

**Conclusion**

The `UpgradeHelper` class is a valuable tool for integrating AngularJS components into Angular applications. It provides a flexible and powerful way to upgrade existing code, allowing developers to leverage the features of Angular while maintaining compatibility with existing code. This class is a great example of how open-source software can be used to enhance and extend existing technologies, making it easier to build modern web applications.

---

**Further Reading**

For more information on integrating AngularJS components into Angular applications, you can refer to the official Angular documentation at [https://angular.io](https://angular.io). Additionally, the `UpgradeHelper` class is part of the `upgrade` library, which provides a comprehensive set of tools for integrating different web technologies into Angular applications. This library is a great resource for developers looking to create hybrid applications or integrate existing code into new projects.
AngularJS component
* available inside Angular templates.

*\n* \n
[@example
upgrade/static/ts/full/module.ts region="\ng1-hero-wrapper"]
*\n* In this example you can see that we must derive from the `UpgradeComponent` base class but also provide an `@link Directive` decorator. This is because the AOT compiler requires that this information is statically available at compile time.
*\n* Note that we must do the following:
*\n* specify the directive's selector (`'ng1-hero'`)

*\n* specify all inputs and outputs that the AngularJS component expects

*\n* derive from `UpgradeComponent`.

*\n* Call the super constructor from the base class.

*\n* In this example you can see that we must derive from the `UpgradeComponent` base class from the constructor, passing:

*\n* the AngularJS name of the component (`ng1Hero`),

*\n* the `ElementRef` and `Injector` for the component wrapper

*\n* @publicApi

*\n* var UpgradeComponent = /** @class */ (function () {

*\n* 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.

*\n* The `elementRef` and `injector` parameters should be acquired from Angular by dependency injection.


UpgradeComponent(name, elementRef, injector) {

*\n* The `name` parameter should be the name of the AngularJS directive.

*\n* The `elementRef` and `injector` parameters should be acquired from Angular by dependency injection.

*\n* function
UpgradeComponent(name, elementRef, injector) {

*\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.


// We ask for the AngularJS scope from the Angular injector, since

// QUESTION 1: Should we create an isolated scope if the scope is only true?

// QUESTION 2: Should we make the scope accessible through $element.scope().isolateScope()?

UpgradeComponent.prototype.ngOnInit = function () {

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

*\n* Set up outputs

*\n* // Hook: $postLink

*\n* if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {

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

*\n* var unregisterDoCheckWatcher = this.$componentScope.Swatch(callDoCheck);

*\n* var preLink = typeof this.directive.link == 'object' && link.pre;

*\n* var postLink = typeof this.directive.link == 'object' ? link.post : link;

*\n* var transcludeFn = NOT_SUPPORTED;

*\n* if (preLink) {

*\n* var linkFn = this.directive.compileTemplate();

*\n* this.$injector = this.helper.$injector;

*\n* this.$element = this.helper.$element;

*\n* this.$componentScope = $parentScope.$new(!!this.directive.scope);

*\n* if (this.pendingChanges) {

*\n* this.forwardChanges(changes);

*\n* this.pendingChanges = null;

*\n* } else if (bindToController) {

*\n* this.$componentScope = SparentScope.$new(!this.directive.scope);

*\n* if (isFunction(this.controllerInstance.$onInit)) {

*\n* var requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

*\n* } // Hook: SonChanges

*\n* if (this.controllerInstance.$onInit) {

*\n* var linkFn = this.directive.compileTemplate();

*\n* this.$componentScope = SparentScope.$new(!this.directive.scope);

*\n* if (isFunction(this.controllerInstance.$onInit)) {

*\n* var requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

*\n* } // Hook: SonChanges

*\n* if (this.controllerInstance.$onInit) {

*\n* var requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

*\n* } // Hook: SonChanges
else {
    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
                    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
    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[this.bindingDestination[propName]] = function (value) { return emitter.emit(value); }
    });
}
UpgradeComponent.prototype.forwardChanges = function (changes) {
    var _this = this;
    // Forward input changes to `bindingDestination`
    this.bindings.expressionBoundProperties.forEach(function (propName) {
        var outputName = _this.bindings.propertyToOutputMap[propName];
        _this[this.bindingDestination[propName]] = function (value) { return UpgradeComponent.prototype.forwardChanges(changes).emit(value); }
    });
}
Object.keys(changes).forEach(function (propName) {
    return _this[this.bindingDestination[propName]] = changes[propName].currentValue;
});
if (isFunction(this.bindingDestination.$onChanges)) {
    this.bindingDestination.$onChanges(changes);
* 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 `UpgradeComponent`.
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`.
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`.

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 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`.

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. 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. Angular is bootstrapped first; AngularJS is bootstrapped second. AngularJS always owns the root component of the application. The new application is running in an Angular zone, and therefore it no longer needs calls to `$apply()`. The `UpgradeModule` class defines a class which you import to provide AngularJS core services and has an instance method used to bootstrap the hybrid upgrade application.

Importing this `NgModule` will add providers for the core AngularJS services 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`. Then inject `UpgradeModule` into your Angular `NgModule` and use it to bootstrap the top level AngularJS module.

Finally, kick off the whole process, by bootstraping your top level Angular `NgModule`.
Open Source Used In MSX SD-Access Service Pack 3.9.0

upgrade/static/ts/full/module.ts region='bootstrap-ng2'}

### Upgrading an AngularJS service

* There is no specific API for upgrading an AngularJS service. Instead you should just follow the recipe: Let's say you have an AngularJS service: Then you should define an Angular provider to be included in your `NgModule` providers property. * Then you can use the upgraded AngularJS service by injecting it into an Angular component or service.

```javascript
UpgradeModule = function ($injector) {
    var INJECTOR_KEY = this.injector;
    return testabilityDelegate.whenStable = newWhenStable;
}
```

```javascript
UpgradeModule.prototype.bootstrap = function (element$1, modules, config) {
    var _this = this;
    if (modules === void 0) { modules = []; }
    var INIT_MODULE_NAME = UPGRADE_MODULE_NAME + '.init';
    NgAdapterInjector(injector)={
        this.ngZone = ngZone;
        this.injector = new NgAdapterInjector(injector);
    }
    var originalWhenStable = testabilityDelegate.whenStable;
    return testabilityDelegate.whenStable = newWhenStable;
    var pass = [];
    for (var _i = 4; _i < arguments.length; _i++) {
        pass[_i - 4] = arguments[_i];
    }
    var wrappedInterval = function (fn, delay, count, invokeApply) {
        var pass = [];
        for (var _i = 4; _i < arguments.length; _i++) {
            pass[_i - 4] = arguments[_i];
        }
        return intervalDelegate.apply(void 0, _spread(fn)() {
            var args = [];
            for (var _i = 0; _i < arguments.length; _i++) {
                args[_i] = arguments[_i];
            }
            // Run callback in the next VM turn - $interval calls
            // $rootScope.$apply, and running the callback in NgZone will
            // cause a '$digest already in progress' error if it's in the
            // same vm turn.
            var wrappedInterval = intervalDelegate.cancel();
            function ($injector, fn) {
                return wrappedInterval.run(function () {
                    this.ngZone.runOutsideAngular(function () {
                        return this.ngZone.runOutsideAngular(function () {
                            return this.ngZone.runOutsideAngular(function () {
                                return wrappedInterval.run();
                            })
                            .run();
                        })
                        .run();
                    });
                })
            };
```
```javascript
                    // Initialize the ng1 $injector provider
                    _this.$injector = $injector;
                    // Put the injector on the
                    // 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 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();
                        });
                        $rootScope.$on('$destroy', function () {
                            subscription.unsubscribe();
                        });
                    }, 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
            var windowAngular = 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;
        }());

        /**
         * @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.
         */

        exports.UpgradeComponent = UpgradeComponent;
        exports.UpgradeModule = UpgradeModule;
        exports.VERSION = VERSION;
        exports.downgradeComponent = downgradeComponent;
        exports.downgradeInjectable = downgradeInjectable;
        exports.downgradeModule = downgradeModule;
        exports.getAngularJSGlobal = getAngularJSGlobal;
        exports.getAngularLib = getAngularLib;
        exports.angular_packages_upgrade_static_static_a = injectorFactory;
        exports.angular_packages_upgrade_static_static_b = rootScopeFactory;
        exports.angular_packages_upgrade_static_static_c = compileFactory;
        exports.angular_packages_upgrade_static_static_d = parseFactory;
        exports.angular_packages_upgrade_static_static_e = angular1Providers;

        Object.defineProperty(exports,
            '__esModule', { value: true });

        })
```
o[Symbol.iterator]()}, i = { }, verb("next"), verb("throw"), verb("return"), i[Symbol.asIterator] = function () { return this; }, i;\n\nfunction verb(n) {\n    [\n        n = o[n] && function (v) { return new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, v.done, v.value); }); }\n    ];\n    function settle(resolve, reject, d, v) {\n        Promise.resolve(v).then(function (v) { resolve(value: v, done: d); reject;});\n    }\n    \n    \n    \nfunction __makeTemplateObject(cooked, raw) {
        if (Object.defineProperty) { Object.defineProperty(cooked, "raw", { value: raw }); } else { cooked.raw = raw; }\n    }\n    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];\n        result.default = mod;\n        return result;\n    }\n    function __importDefault(mod) {
        return (mod && mod.__esModule) ? mod : { default: mod }\n    }\n
    /**
     * @license
     * 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
     */
    function noNg() {
        throw new Error('AngularJS v1.x is not loaded!');\n    }\n    var noNgElement = (function () { return noNg(); });\n    noNgElement.cleanData = noNg;\n    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`.\n     *\n     * @publicApi
     */
    function setAngularJSGlobal(ng) {
        angular = ng;
    }
    /**
     * Returns the current AngularJS global.
     *
     * @publicApi
     */
    function getAngularJSGlobal() {
        return angular;
    }

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     */
    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 AngularTestingModule = /** @class */ (function () {
        function AngularTestingModule(i) {
            injector$1 = i;
        }
        AngularTestingModule = __decorate([\n            core.NgModule({ providers: [\n                { provide: $INJECTOR, useFactory: $injectorFactory }\n            ]})
        ]);\n    });

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     */
    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`.\n     *\n     * @publicApi
     */
    function setAngularJSGlobal(ng) {
        angular = ng;
    }
    /**
     * Returns the current AngularJS global.
     *
     * @publicApi
     */
    function getAngularJSGlobal() {
        return angular;
    }

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     */
    var $injector = null;
    var injector$1;
    function $injectorFactory() {
        return $injector;
    }
    var AngularTestingModule = /** @class */ (function () {
        function AngularTestingModule(i) {
            injector$1 = i;
        }
        AngularTestingModule = __decorate([\n            core.NgModule({ providers: [\n                { provide: $INJECTOR, useFactory: $injectorFactory }\n            ]})
        ]);\n    });

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     */
    var $injector = null;
    var injector$1;
    function $injectorFactory() {
        return $injector;
    }
    var AngularTestingModule = /** @class */ (function () {
        function AngularTestingModule(i) {
            injector$1 = i;
        }
        AngularTestingModule = __decorate([\n            core.NgModule({ providers: [\n                { provide: $INJECTOR, useFactory: $injectorFactory }\n            ]})
        ]);\n    });

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     */
    var $injector = null;
    var injector$1;
    function $injectorFactory() {
        return $injector;
    }
    var AngularTestingModule = /** @class */ (function () {
        function AngularTestingModule(i) {
            injector$1 = i;
        }
        AngularTestingModule = __decorate([\n            core.NgModule({ providers: [\n                { provide: $INJECTOR, useFactory: $injectorFactory }\n            ]})
        ]);\n    });

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     */
    var $injector = null;
    var injector$1;
    function $injectorFactory() {
        return $injector;
    }
    var AngularTestingModule = /** @class */ (function () {
        function AngularTestingModule(i) {
            injector$1 = i;
        }
        AngularTestingModule = __decorate([\n            core.NgModule({ providers: [\n                { provide: $INJECTOR, useFactory: $injectorFactory }\n            ]})
        ]);\n    });
A helper function to use when unit testing Angular services that
depend upon upgraded AngularJS services and AngularJS injectors without the need to actually bootstrap a hybrid application. This makes it simpler and faster to unit test services. Use the returned class as an `NgModule` 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, `HeroesService` is an AngularJS service that depends upon an AngularJS module.

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.

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

The example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule` and `createAngularJUnit` 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`

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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` (https://docs.angularjs.org/api/ngMock/function/angular.mock.module) to include this module in the unit test injector. 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, `heroesService` is a downgraded Angular service that we are accessing from AngularJS.

For Component testing you must still bootstrap a hybrid app. See
`UpgradeModule` or
     * `downgradeModule` for more information.
     *
     * </div>
     *
     * <div
     * class="alert is-important">
     *
     * 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.
     *
     * </div>
     *
     * <div class="alert is-
     * important">
     *
     * 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` and `createAngularJSTestingModule`.
     *
     * 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 angularModules a collection of Angular modules to include in the configuration.
     *
     *
     * @publicApi
     */
    function createAngularJSTestingModule(angularModules) {
        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);
                }
            ])
            .name;
    }

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     */

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     */

    /**
     * Generated bundle index. Do not edit.
     *
     *
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     * (c) 2010-2020 Google LLC. https://angular.io/
     * License: MIT
     */

    exports.createAngularJSTestingModule = createAngularJSTestingModule;
    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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***************************************************************************** */

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

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

{"version":"3","file":"static.js","sources":[]}
atic/static.ts"], "sourcesContent": "/**
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 * found in the LICENSE file at https://angular.io/license
 */

export type Ng1Token = string;

export type Ng1Expression = string | Function;

export interface IAnnotatedFunction extends Function {
  // 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[];
}

export type IInjectable = (Ng1Token | Function)[];

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: Injectable): IModule;
  controller(name: string, type: Injectable): IModule;
  value(key: Ng1Token, value: any): IModule;
  constant(token: Ng1Token, value: any): IModule;
  run(a: Injectable): IModule;
  $get(): IModule;
}

export interface IProvideService {
  provider(token: Ng1Token): IModule;
}

export interface IDirective {
  compile?: IDirectiveCompileFn;
  controller?: IController;
  controllerAs?: string;
  require?: DirectiveRequireProperty;
  link?: IDirectiveLinkFn|IDirectivePrePost;
  name?: string;
  priority?: number;
  replace?: boolean;
  require?: DirectiveRequireProperty;
  restrict?: string;
  scope?: boolean|{
    [key: string]: string;
  };
  template?: string|Function;
  templateUrl?: string|Function;
  transclude?: DirectiveTranscludeProperty;
}

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;
  };
  controller?: string|IInjectable;
  controllerAs?: string;
  require?: DirectiveRequireProperty;
  template?: string|Function;
  templateUrl?: string|Function;
  transclude?: DirectiveTranscludeProperty;
}

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

export interface ITranscludeFunction {
  (scope: IScope, instanceElement: IAugmentedJQuery, instanceAttributes: IAttributes, transclude: ITranscludeFunction): IDirectivePrePost;
}

export interface IProvider {
  $get(): IInjectable;
  $use(): any;
}

export interface IProvideService {
  provider(token: Ng1Token): IModule;
}
getTestability: typeof angular.getTestability = e =&gt; angular.getTestability(e);\n","/**
 * @license
 * 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\n * @ngInject\n * export const $COMPILIE = 'Scompile';\n * export const $CONROLLER = '$controller';\n * export const $DELEGATE = '$delegate';\n * export const $EXCEPTION_HANDLER = '$exceptionHandler';\n * export const $HTTP_BACKEND = '$httpBackend';\n * export const $INJECTOR = '$injector';\n * export const $INTERVAL = '$interval';\n * export const $PARSE = '$parse';\n * export const $PROVIDE = '$provide';\n * export const $ROOT_SCOPE = '$rootScope';\n * export const $SCOPE = '$scope';\n * export const $TEMPLATE_CACHE = '$templateCache';\n * export const $TEMPLATE_REQUEST = '$templateRequest';\n * export const $TESTABILITY = '$testability';\n * export const $UPGRADE_MODULE_COUNT_KEY = '$$UpgradeModule';\n * export const $UPGRADE_APP_TYPE_KEY = '$$UpgradeAppType';\n * export const $$TESTABILITY = '$$testability';\n * export const COMPILER_KEY = '$$angularCompiler';\n * export const DOWNGRADED_MODULE_COUNT_KEY = '$$angularDowngradedModule';\n * export const GROUP_PROJECTABLE_NODES_KEY = '$$angularGroupProjectableNodes';\n * export const INJECTOR_KEY = '$$angularInjector';\n * export const LAZY_MODULE_REF = '$$angularLazyModuleRef';\n * export const NG_ZONE_KEY = '$$angularNgZone';\n * export const UPGRADE_APP_TYPE_KEY = '$$UpgradeAppType';\n */

/**
 * A `PropertyBinding` represents a
 * mapping between a property name
 * and an attribute name. It is parsed from a string of the form
 * `"prop:attr"`; or simply `"propAndAttr" where the property and
 * attribute have the same identifier.\n */
export class 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 = `\[${(this.attr)}\]`;
    const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
    this.onAttr = `on\${capitalAttr}`;
    this.bindAttr = `bind\${capitalAttr}`;
    this.bindonAttr = `bindon\${capitalAttr}`;
    this.constructor(public prop: string, public attr: string) {
      this.parseBinding();
    }\n    private parseBinding() {
      this.bracketAttr = `\[${this.attr}]`;
      this.parenAttr = `\[${this.attr}]`;
      this.bracketParenAttr = `\[${this.attr}]`;
      this.onAttr = `\${onAttr}`;
      this.bindAttr = `\${bindAttr}`;
      this.bindonAttr = `\${bindonAttr}`;
    }
  }
}

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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|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, '').data();\n}

const DIRECTIVE_SPECIA_CHARS_REGEXP = /[\-\_]+(/g;\n
export function functionName(Error(e: any) {\n  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ? \n    Sinjector.get(DOWNGRADED_MODULE_COUNT_KEY) : \n    $injector.has(UPGRADE_APP_TYPE_KEY) ? Sinjector.get(UPGRADE_APP_TYPE_KEY) : \n    UpgradeAppType.None;\n}

UpgradeAppType.None;

export function validateInjectionKey($injector: IInjectorService, downgradeModule: string, injectionKey: string, attemptedAction: string): void {\n  return name.replace(DIRECTIVE_PREFIX_REGEXP, '').replace(DIRECTIVE_SPECIA_CHARS_REGEXP, (_, letter) => letter.toUpperCase());\n}

export function functionType(e: any, type: Type<any>);\n
return type;\n}

return type.name || type.toString().split(\'\/[0];\n
export function functionT(\n  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ? \n    Sinjector.get(DOWNGRADED_MODULE_COUNT_KEY) : \n    0;\n}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {\n  return $injector.has(UPGRADE_APP_TYPE_KEY) ? Sinjector.get(UPGRADE_APP_TYPE_KEY) : \n    UpgradeAppType.None;\n}

UpgradeAppType.None;

export function functionIsFunction(value: any, type: Type<any>);\n
return type;\n}

return type.name || type.toString().split(\'\/[0];\n
export function functionT(\n  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ? \n    Sinjector.get(DOWNGRADED_MODULE_COUNT_KEY) : \n    0;\n}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {\n  return $injector.has(UPGRADE_APP_TYPE_KEY) ? Sinjector.get(UPGRADE_APP_TYPE_KEY) : \n    UpgradeAppType.None;\n}

UpgradeAppType.None;

export function functionIsFunction(value: any, type: Type<any>);\n
return type;\n}

return type.name || type.toString().split(\'\/[0];\n
export function functionT(\n  return $injector.has(DOWNGRADED_MODULE_COUNT_KEY) ? \n    Sinjector.get(DOWNGRADED_MODULE_COUNT_KEY) : \n    0;\n}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {\n  return $injector.has(UPGRADE_APP_TYPE_KEY) ? Sinjector.get(UPGRADE_APP_TYPE_KEY) : \n    UpgradeAppType.None;\n}

UpgradeAppType.None;
getUpgradeAppType($injector);

const downgradedModuleCount = getDowngradedModuleCount($injector);

// Check for common errors.

switch (upgradeAppType) {
  case UpgradeAppType.Dynamic:
    case UpgradeAppType.Static:
      if (downgradedModuleCount > 2) {
        throw new Error(`You should not specify a value for 'downgradedModule' unless you are downgrading more than one Angular module (via $downgradedModule()).`);
      }
      break;
  case UpgradeAppType.Lite:
    if (!downgradedModule) {
      throw new Error(`You should not specify 'downgradedModule', unless you are downgrading more than one Angular module (via $downgradeModule()).`);
    }
      break;
  default:
    throw new Error(`Not a valid '@angular/upgrade' application. 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>;
}

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.$setViewValue.bind(ngModel));
    if (typeof component.registerOnTouched === 'function') {
      component.registerOnTouched(ngModel.$setTouched.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 '$!'.$injector.has(injectionKey))}]
  private componentRef: ComponentRef<any>;
  // TODO(issue/24571): remove '$!'.$injector.has(injectionKey))}]
  private component: any;
  // TODO(issue/24571): remove '$!'.$injector.has(injectionKey))}]
  private changeDetector: ChangeDetectorRef;
  // TODO(issue/24571): remove '$!'.$injector.has(injectionKey))}]
  private viewChangeDetector: ChangeDetectorRef;

  constructor(
    private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
    private ngModel: INgModelController, private parentInjector: Injector,
    private $injector: IInjectorService, private $compile:
    private $viewChangeDetector: ChangeDetectorRef,
    private $scope: IScope, private parentElement: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope, private component: any, private $injector: Injector, private $compile:
}
if (manuallyAttachView || !propagateDigest) {
  let unwatch: Function|null = this.componentScope.$watch(() => {
    unwatch !();
    unwatch = null;
  })

  if (unwatch) {
    let unwatch: Function|null = this.componentScope.$watch(() => {
      unwatch !();
      unwatch = null;
    });
  }

  const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);

  appRef.attachView(this.componentRef.hostView);
}

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);
    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);
    }
  }
}

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 !());
}

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);
      }
    }
  }

  return projectableNodes;
}

function findMatchingNgContentIndex(node: Node, ngContentSelectors: string[]): number|null {
  const ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
  if (ngContentIndex !== null) {
    projectableNodes[ngContentIndex].push(node);
  }
  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  return findMatchingNgContentIndex(element.nodeType === Node.ELEMENT_NODE ? element : null, ngContentSelectors);
}

function matchesSelector(element: any, selector: string): boolean {
  if (!_matches) {
    const elProto = <any>Element.prototype;
    _matches = elProto.matches ||
        elProto.mozMatchesSelector || elProto.msMatchesSelector ||
        elProto.webkitMatchesSelector;
  }

  return matchesSelector.call(el, selector) :
  null}
}

if (typeof module !== 'undefined' && module.exports) {
  module.exports = ngContentSelector;
}

if (typeof window !== 'undefined') {
  window.ngContentSelector = ngContentSelector;
}

if (typeof define === 'function' && define.amd) {
  define('ng-content-selector', [], function() {
    return ngContentSelector;
  });
}

if (typeof exports !== 'undefined') {
  exports.ngContentSelector = ngContentSelector;
}

if (typeof ngContentSelector === 'object' && ngContentSelector) {
  ngContentSelector ngContentSelector;
  return ngContentSelector;
}

ngContentSelector ngContentSelector;
}

function findMatchingNgContentIndex(node: Node, ngContentSelectors: string[]): number|null {
  const ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
  if (ngContentIndex !== null) {
    projectableNodes[ngContentIndex].push(node);
  }
  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  return findMatchingNgContentIndex(element.nodeType === Node.ELEMENT_NODE ? element : null, ngContentSelectors);
}

function matchesSelector(element: any, selector: string): boolean {
  if (!_matches) {
    const elProto = <any>Element.prototype;
    _matches = elProto.matches ||
        elProto.mozMatchesSelector || elProto.msMatchesSelector ||
        elProto.webkitMatchesSelector;
  }

  return matchesSelector.call(el, selector) :
  null}
}

if (typeof module !== 'undefined' && module.exports) {
  module.exports = ngContentSelector;
}

if (typeof window !== 'undefined') {
  window.ngContentSelector = ngContentSelector;
}

if (typeof define === 'function' && define.amd) {
  define('ng-content-selector', [], function() {
    return ngContentSelector;
  });
}

if (typeof exports !== 'undefined') {
  exports.ngContentSelector = ngContentSelector;
}

if (typeof ngContentSelector === 'object' && ngContentSelector) {
  ngContentSelector ngContentSelector;
  return ngContentSelector;
}
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jakob@gmail.com                 162
 */

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 {
    // Do nothing, if already resolved.
    if (this.resolved)
      return;
    this.value = value;
    this.resolved = true;
    // Run the queued callbacks.
    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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 * https://angular.io/license
 */

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 {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 "downgrading" an Angular 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 `ChangeDetectorRef#detectChanges` on the component on every
 *   change detection
 *   on the component on every
 * [digest](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest).
 *
 * This parameter is no longer used. See [upgrade/static/ts/full/module.ts](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest).
 *
 * Set to `false` will still be performed when any of the component's inputs changes.
 * (Default: true)
 * @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 */
  type?: string;
}) {
  return () => {
    if (!info.component || !info.propagateDigest)
      return;

    const downgradeComponent = (component: any) => {
      // Do nothing, if already resolved.
      if (component.$isDestroyed)
        return;
      const downgradeModule = require(LAZY_MODULE_REF + requiremoduleId(info.component, info.downgradedModule));

      const downgradeClientRect = downgradeModule

    // $digest
    return;
  }

  // $digest
  return;
}


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longer used */

selectors?: string[]; /* angular.Injectable */

const directiveFactory:

IAnnotatedFunction = function($compile

$CompileService, $injector: $InjectorService, Sparse:

IParseService): IDirective {

   // - 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
   // force it back in).

   const isNgUpgradeLite = upgradeAppType($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 =

   // angular.IInjectable

   (getDowngradedModuleCount($injector) > 1);

   return ([$restrict: 'E',

   /* angular.IInjectable */
   ]

   // require: [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 ngModel: INgModelController =

   required[1];

   const parentInjector: Injector|Thenable<Injector>|undefined = required[0];

   let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;

   let ranAsync = false;

   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>;

   // 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

   //   `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'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

   // 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

   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.

```javascript
const finalModuleInjector = moduleInjector || parentInjector || finalModuleInjector ||
    componentFactoryResolver.resolverComponentFactoryResolveInfo(info.component) ||
    throw new Error(`ComponentFactoryResolver for: ${getTypeName(info.component)}`);

const injectorPromise = new ParentInjectorPromise(element);
        const facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, $injector, $compile, $parse,

injectorPromise.resolve(facade.getInjector());

        injectorPromise.resolve(facade.getInjector());
      }
    }
  }

  directiveFactory = function() {
    return directiveFactory;
  }

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 */

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*
 *
 * This helper function returns a factory function that provides access to the Angular
 * service identified by the `token` parameter.

**`) which is inherited from 'SyncPromise'), because (or some related tool) complains:

```
upgraded component that is only used by a downgraded Angular component provided by the same Angular module as the injectable, but not by the injectable, and not OK to use it in a downgraded Angular component from a different module.

@param token an `InjectionToken` that identifies a service provided from Angular.

@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;
}

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 */

/**
 * @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');

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 */

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 the stored injector and release the reference to it.

let tempInjectorRef: IInjectorService|null = null;
export function setTempInjectorRef(injector: 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;
}

export function rootScopeFactory(i: IInjectorService) {
  return i.get('$rootScope');
}

export function compileFactory(i: IInjectorService) {
  return i.get('$compile');
}

export 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: '$injector', useFactory: injectorFactory, deps: []},
  {provide: '$rootScope', useFactory: rootScopeFactory, deps: ['$injector']},
  {provide: '$compile', useFactory: compileFactory, deps: ['$injector']},
  {provide: '$parse', useFactory: parseFactory, deps: ['$injector']}
];

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 */

import {Injector, ɵNOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR as NOT_FOUND_CHECKONLY_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 null // injector
  // AngularJS only supports a single tree and should always check the module injector
  // get(token: any, notFoundValue?: any): any {
  //   if (notFoundValue === NOT_FOUND_CHECKONLY_ELEMENT_INJECTOR) from '@angular/core';
  //   return this.modInjector.get(token, notFoundValue);
  // }

  // INJECTOR_TOKEN
  // @publicApi
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```typescript
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, $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, 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.
 * *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 `{ @link PlatformRef#bootstrapModuleFactory bootstrapModuleFactory}()`.
 * - `Function`: If you pass a function, it is expected to return a promise resolving to an
 *   module. The function is called with an array of extra `[@link StaticProvider Providers]`
 *   that are expected to be available from the returned `NgModuleRef`'s `Injector`.
 * 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 `{ @link PlatformRef#bootstrapModuleFactory 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 `[@link StaticProvider Providers]`
 *   that are expected to be available from the returned `NgModuleRef`'s `Injector`.
 * 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
 * `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 `{ @link PlatformRef#bootstrapModuleFactory 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 `[@link StaticProvider Providers]`
 *   that are expected to be available from the returned `NgModuleRef`'s `Injector`.
 * You cannot use `downgradeModule()` and `UpgradeModule` in the same hybrid
 * application. <br />
 * Uses one or the other:
 * - `moduleFactory`: If you pass a `NgModuleFactory`, it will be used to instantiate a module
 *   using `platformBrowser`'s `{ @link PlatformRef#bootstrapModuleFactory 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 `[@link StaticProvider Providers]`
 *   that are expected to be available from the returned `NgModuleRef`'s `Injector`.
 * 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
 * `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 `{ @link PlatformRef#bootstrapModuleFactory 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 `[@link StaticProvider Providers]`
 *   that are expected to be available from the returned `NgModuleRef`'s `Injector`.
 * `UpgradeModule` that affect the behavior of hybrid applications:
 * `UpgradeModule` does not bootstrap the main AngularJS module inside the
 * `UpgradeModule` does not automatically run an
 * `$digest()`(https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest) when changes are detected
 * in the Angular part of the application.
 * This means that applications using `UpgradeModule` will run change detection
 * frequently in order to ensure that both frameworks are properly notified about possible
 * changes. This will inevitably result in more change detection runs than necessary.
 * `downgradeModule()` does not bootstrapping is tightly, restricting the explicit change
detection runs only to cases where it knows it is
 * necessary (e.g. when the inputs of a downgraded component
 * change). This improves performance, especially in change-detection-heavy applications, but leaves it up to
 * the developer to manually:
 * - `UpgradeModule` does not automatically run an
 * `$digest()`(https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest) when changes are detected
 * in the Angular part of the application.
 * This means that applications using `UpgradeModule` will run change detection
 * 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.
 * You can manually trigger a change detection run in AngularJS using
 * `scope.$apply(...)`(https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$apply) or
 * You can manually trigger a change detection run in Angular using
 * `NgZone#run(...)`.
 * It is possible to downgrade multiple modules and include them in an AngularJS application.
 * In that case, each downgraded module will be bootstrapped when an...
associated downgraded component or \n * injectable needs to be instantiated.\n * Things to keep in mind, when
downgrading multiple modules:\n * - Each downgraded component/injectable needs to be explicitly associated
with a downgraded\n * module. See `downgradeComponent()` and `downgradeInjectable()` for more details.\n * - If you want some injectables to be shared among all downgraded modules, you can provide them as\n * `StaticProvider`s, when creating the `PlatformRef` (e.g. via `platformBrowser\n * `platformBrowserDynamic`).\n * When using \{ @link PlatformRef#bootstrapmodule `bootstrapModule()` \} or\n * \{ @link PlatformRef#bootstrapmodulefactory `bootstrapModuleFactory()` \} to bootstrap the\n * downgraded modules, each one is considered a `\"root\"` module. As a consequence, a new instance\n * will be created for every injectable provided in `\"root\"` (`via\n * \{ @link Injectable#providedIn `providedIn` \}`).\n * If this is not your intention, you can have a shared module (that will act as act as the `\"root\"` module) and create all
downgraded modules using that module's injector:\n * \{ @example upgrade/static/ts/lite-multi-shared/module.ts
region=\"shared-root-module\" \}\n * @publicApi
 */
export function downgradeModule<T>(
  moduleFactoryOrBootstrapFn: NgModuleFactory<T>|
  ((extraProviders: StaticProvider[]): Promise<NgModuleRef<T>>)
): string {
  const lazyModuleName =
    `${UPGRADE_MODULE_NAME}.lazy${++moduleUid}`;
  const lazyModuleRefKey =
    `${LAZY_MODULE_REF}${lazyModuleName}`;
  const lazyInjectorKey =
    `${INJECTOR_KEY}${lazyModuleName}`;

  const bootstrapFn = isFunction(moduleFactoryOrBootstrapFn)
    ?
    moduleFactoryOrBootstrapFn :
    (extraProviders: StaticProvider[]) =>
      platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn);\n
  let injector:

  // Create an ng1 module to bootstrap.\n  angularModule(lazyModuleName, 
    \{ const constantUpgradeAppTypeKey = UpgradeAppType.Lite \})

  .constant($INJECTOR, $PROVIDE, $injector: IInjectorService, $provide: IProvideService) => {
    $provide.constant(DOWNGRADED_MODULE_COUNT_KEY, getDowngradedModuleCount($injector) + 1);
  }

  .factory(INJECTOR_KEY, 
    [lazyInjectorKey, identity])\n    .factory(lazyModuleRefKey, \n      () => {
        \n        throw new Error(`Trying to get the Angular injector before bootstrapping the corresponding '\+\n          'Angular module';\n      })\n    .factory(LAZY_MODULE_REF, 
      [lazyModuleRefKey, identity])\n    .factory($injector: IInjectorService) => {
      const result: LazyModuleRef
        = {
          promise: bootstrapFn(angular1Providers).then(ref => {
            injector = result.injector = new
          })
        }
    })(function(moduleFactoryOrBootstrapFn: NgModuleFactory<T>)
    \n    Promise<NgModuleRef<T>>(\n      (extraProviders: StaticProvider[]) =>
      Promise Trường
    )
  (config[$injector, $SPE...
elementRef.nativeElement;
  this.$element = angularElement(this.element);

  this.directive = directive ||
  UpgradeHelper.getDirective(Sinjctor, name);  
  static getDirective(Sinjctor: InjectorService, name: string): IDirective {
    const directives = Sinjctor.get('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, $scope: IScope) {
    // TODO: Document that we do not pre-assign bindings on the controller
    const locals = {'$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) {
      template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element) as string;
    }
    return this.compileHtml(template);
  }

  onDestroy($scope: IScope, controllerInstance?: any) {
    if (controllerInstance && isFunction(controllerInstance.$onDestroy)) {
      controllerInstance.$onDestroy();
    }
    $scope.$destroy();
    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 scope is empty. Since the transcluded content comes from Angular, not AngularJS,
      // there will be no transclusion scope here.
      // Provide a dummy `scope.$destroy()` method to prevent `cloneAttachFn` from throwing.
      scope = scope || {$destroy: () => undefined};
      return cloneAttachFn(!template, scope, $element);  
    };
    let $template = contentChildNodes;
    if (transclude) {
      const slots = Object.create(null);
      const slotMap = Object.create(null);
      slotMap['slotName'] = null;  
      // `null`: Defined but not yet filled.
      let $template = contentChildNodes;
      if (transclude) {
        const slots = Object.create(null);
        if (typeof transclude === 'object') {
          $template = contentChildNodes;
        } else if (transclude === null) {
          $template = contentChildNodes;
        } else {
          $template = contentChildNodes;
        }
      }
      prepareTransclusion();
    } else if (transclude === undefined) {
      return;
    }
    forEach(slotName => {
      if (selectable && slotMap[slotName] !== null) {
        // Consider optional slots as filled.
      }
    });
    return transcludeFn(scope);
`contentChildNodes.forEach(node => {
          const slotName = slotMap[directiveNormalize(node.nodeName.toLowerCase())] || 
            if (slotName) {
              filledSlots[slotName] = true;
            }
            else {
              $template.push(node);
            }
        });

        // Check for required slots that were not filled.
        Object.keys(filledSlots).forEach(slotName => {
          if (filledSlots[slotName]) {
            slots[slotName] = slots[slotName] || [];
            slots[slotName].push(node);
          } else {
            $template.push(node);
          }
        });

        // Check for required transclusion slot `$[slotName]` on directive: `$[{this.name}]`;
        Object.keys(slots).forEach(slotName => {
          const nodes = slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
            const nodes = slots[slotName];
            slotName = slotName ||;
            return cloneAttach !(nodes, scope);
          };
        });

        // Note: Transcluded text content that starts with whitespace followed by an interpolation will still fail to be detected by AngularJS v1.6+
        $template.forEach(node => {
          if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
            node.nodeValue = '\u200C';
          }
        });

        return attachChildrenFn;
      }

      resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
        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);
      }

      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);
            return returnAndBindChildrenFn sesión.$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 evaluating the expressions. This would result in AngularJS failing to recognize text nodes that start with an interpolation content instead. // To avoid this issue, we add a zero-width non-joiner character [https://en.wikipedia.org/wiki/Zero-width_non-joiner] 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+
          $template.forEach(node => {
            if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
              node.nodeValue = '\u200C';
            }
          });

          return returnAndBindChildrenFn;
        }

        return returnAndBindChildrenFn;
      }

      function getOrCall<T>(property: T | Function, ...args: any[]) {
        return isFunction(property) ? property(...args) : property;
      }

      function isMap<T>(value: SingleOrListOrMap<T>): value is {
        throw new Error('Unrecognized require syntax on upgraded directive $[this.name]').
      }
Error(`Upgraded directive '${name}' contains unsupported feature: '${feature}'.`);\n}\n","/**\n * @license\n *
Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that
can be\n * found in the LICENSE file at https://angular.io/license\n */\n\nimport {DoCheck, ElementRef,
EventEmitter, Injector, OnChanges, OnDestroy, OnInit, SimpleChanges, ÉµlooseIdentical as looseIdentical} from
'@angular/core';\n\nimport {IAttributes, IAugmentedJQuery, IDirective, IDirectivePrePost, IInjectorService,
ILinkFn, IScope, ITranscludeFunction} from '../../src/common/src/angular1';\nimport {$SCOPE} 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__:
true\n};\n\nclass Bindings {\n twoWayBoundProperties: string[] = [];\n twoWayBoundLastValues: any[] = [];\n\n
expressionBoundProperties: string[] = [];\n\n propertyToOutputMap: {[propName: string]: string} =
{};\n}\n\n/**\n * @description\n *\n * A helper class that allows an AngularJS component to be used from
Angular.\n *\n * *Part of the [upgrade/static](api?query=upgrade%2Fstatic)\n * library for hybrid upgrade apps that
support AOT compilation.*\n *\n * This helper class should be used as a base class for creating Angular directives\n
* that wrap AngularJS components that need to be \"upgraded\".\n *\n * @usageNotes\n * ### Examples\n *\n *
Let's assume that you have an AngularJS component called `ng1Hero` that needs\n * to be made available in
Angular templates.\n *\n * {@example upgrade/static/ts/full/module.ts region=\"ng1-hero\"}\n *\n * We must create
a `Directive` that will make this AngularJS component\n * available inside Angular templates.\n *\n * {@example
upgrade/static/ts/full/module.ts region=\"ng1-hero-wrapper\"}\n *\n * In this example you can see that we must
derive from the `UpgradeComponent`\n * base class but also provide an {@link Directive `@Directive`} decorator.
This is\n * because the AOT compiler requires that this information is statically available at\n * compile time.\n *\n
* Note that we must do the following:\n * * specify the directive's selector (`ng1-hero`)\n * * specify all inputs and
outputs that the AngularJS component expects\n * * derive from `UpgradeComponent`\n * * call the base class from
the constructor, passing\n * * the AngularJS name of the component (`ng1Hero`)\n * * the `ElementRef` and
`Injector` for the component wrapper\n *\n * @publicApi\n */\nexport class UpgradeComponent implements
OnInit, OnChanges, DoCheck, OnDestroy {\n private helper: UpgradeHelper;\n\n private $injector:
IInjectorService;\n\n private element: Element;\n private $element: IAugmentedJQuery;\n private
$componentScope: IScope;\n\n private directive: IDirective;\n private bindings: Bindings;\n\n //
TODO(issue/24571): remove '!'.\n private controllerInstance !: IControllerInstance;\n // TODO(issue/24571):
remove '!'.\n private bindingDestination !: IBindingDestination;\n\n // We will be instantiating the controller in the
`ngOnInit` hook, when the\n // first `ngOnChanges` will have been already triggered. We store the\n //
`SimpleChanges` and \"play them back\" later.\n // TODO(issue/24571): remove '!'.\n private pendingChanges !:
SimpleChanges | null;\n\n // TODO(issue/24571): remove '!'.\n private unregisterDoCheckWatcher !: Function;\n\n
/**\n * Create a new `UpgradeComponent` instance. You should not normally need to do this.\n * Instead you
should derive a new class from this one and call the super constructor\n * from the base class.\n *\n *
{@example upgrade/static/ts/full/module.ts region=\"ng1-hero-wrapper\" }\n *\n * * The `name` parameter
should be the name of the AngularJS directive.\n * * The `elementRef` and `injector` parameters should be
acquired from Angular by dependency\n * injection into the base class constructor.\n */\n constructor(private
name: string, private elementRef: ElementRef, private injector: Injector) {\n this.helper = new
UpgradeHelper(injector, name, elementRef);\n\n this.$injector = this.helper.$injector;\n\n this.element =
this.helper.element;\n this.$element = this.helper.$element;\n\n this.directive = this.helper.directive;\n
this.bindings = this.initializeBindings(this.directive);\n\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 const
$parentScope = injector.get($SCOPE);\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 `$element.scope()/isolateScope()`?\n
this.$componentScope = $parentScope.$new(!!this.directive.scope);\n\n this.initializeOutputs();\n }\n\n
ngOnInit() {\n // Collect contents, insert and compile template\n const attachChildNodes: ILinkFn|undefined =
this.helper.prepareTransclusion();\n const linkFn = this.helper.compileTemplate();\n\n // Instantiate controller\n

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const controllerType = this.directive.controller;\n const bindToController = this.directive.bindToController;\n if
(controllerType) {\n
this.controllerInstance = this.helper.buildController(controllerType,
this.$componentScope);\n } else if (bindToController) {\n
throw new Error(\n
`Upgraded directive
'${this.directive.name}' specifies 'bindToController' but no controller.`);\n }\n\n // Set up outputs\n
this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;\n
this.bindOutputs();\n\n // Require other controllers\n const requiredControllers =\n
this.helper.resolveAndBindRequiredControllers(this.controllerInstance);\n\n // Hook: $onChanges\n if
(this.pendingChanges) {\n
this.forwardChanges(this.pendingChanges);\n
this.pendingChanges = null;\n
}\n\n // Hook: $onInit\n if (this.controllerInstance && isFunction(this.controllerInstance.$onInit)) {\n
this.controllerInstance.$onInit();\n }\n\n // Hook: $doCheck\n if (this.controllerInstance &&
isFunction(this.controllerInstance.$doCheck)) {\n
const callDoCheck = () => this.controllerInstance.$doCheck
!();\n\n this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);\n
callDoCheck();\n }\n\n // Linking\n const link = this.directive.link;\n const preLink = typeof link == 'object'
&& link.pre;\n const postLink = typeof link == 'object' ? link.post : link;\n const attrs: IAttributes =
NOT_SUPPORTED;\n const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;\n if (preLink) {\n
preLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);\n }\n\n
linkFn(this.$componentScope, null !, {parentBoundTranscludeFn: attachChildNodes});\n\n if (postLink) {\n
postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);\n }\n\n // Hook:
$postLink\n if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {\n
this.controllerInstance.$postLink();\n }\n }\n\n ngOnChanges(changes: SimpleChanges) {\n if
(!this.bindingDestination) {\n
this.pendingChanges = changes;\n } else {\n
this.forwardChanges(changes);\n
}\n }\n\n ngDoCheck() {\n const twoWayBoundProperties = this.bindings.twoWayBoundProperties;\n const
twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;\n const propertyToOutputMap =
this.bindings.propertyToOutputMap;\n\n twoWayBoundProperties.forEach((propName, idx) => {\n
const
newValue = this.bindingDestination[propName];\n
const oldValue = twoWayBoundLastValues[idx];\n\n
if
(!looseIdentical(newValue, oldValue)) {\n
const outputName = propertyToOutputMap[propName];\n
const
eventEmitter: EventEmitter<any> = (this as any)[outputName];\n\n
eventEmitter.emit(newValue);\n
twoWayBoundLastValues[idx] = newValue;\n
}\n });\n }\n\n ngOnDestroy() {\n if
(isFunction(this.unregisterDoCheckWatcher)) {\n
this.unregisterDoCheckWatcher();\n }\n
this.helper.onDestroy(this.$componentScope, this.controllerInstance);\n }\n\n private initializeBindings(directive:
IDirective) {\n const btcIsObject = typeof directive.bindToController === 'object';\n if (btcIsObject &&
Object.keys(directive.scope !).length) {\n
throw new Error(\n
`Binding definitions on scope and controller
at the same time is not supported.`);\n }\n\n const context = btcIsObject ? directive.bindToController :
directive.scope;\n const bindings = new Bindings();\n\n if (typeof context == 'object') {\n
Object.keys(context).forEach(propName => {\n
const definition = context[propName];\n
const
bindingType = definition.charAt(0);\n\n
// QUESTION: What about `=*`? Ignore? Throw? Support?\n\n
switch (bindingType) {\n
case '@':\n
case '<':\n
// We don't need to do anything special. They will
be defined as inputs on the\n
// upgraded component facade and the change propagation will be handled by\n
// `ngOnChanges()`.\n
break;\n
case '=':\n
bindings.twoWayBoundProperties.push(propName);\n
bindings.twoWayBoundLastValues.push(INITIAL_VALUE);\n
bindings.propertyToOutputMap[propName]
= propName + 'Change';\n
break;\n
case '&':\n
bindings.expressionBoundProperties.push(propName);\n
bindings.propertyToOutputMap[propName] =
propName;\n
break;\n
default:\n
let json = JSON.stringify(context);\n
throw new Error(\n
`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`);\n
}\n
});\n }\n\n
return bindings;\n }\n\n private initializeOutputs() {\n // Initialize the outputs for `=` and `&` bindings\n
this.bindings.twoWayBoundProperties.concat(this.bindings.expressionBoundProperties)\n
.forEach(propName
=> {\n
const outputName = this.bindings.propertyToOutputMap[propName];\n
(this as

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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);
        });

        Object.keys(changes).forEach(
            propName => this.bindingDestination[propName] = changes[propName].currentValue);

        if (isFunction(this.bindingDestination.$onChanges)) {
            this.bindingDestination.$onChanges(changes);
        }
    }

    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);
        }
    }
}

/**
 * @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, 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 '.

/**
 * @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. See `UpgradeComponent`.
 * 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
 *    `{@link UpgradeModule#upgrading-an-angular-1-service Upgrading an AngularJS service}
 * below.`
 *
 * mental model
 *
 * 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
 * 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
 * 3. AngularJS directives always execute inside the AngularJS framework codebase regardless of
 * where they are instantiated.

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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()`. 33. The `UpgradeModule` class

```typescript
/**
 * The `UpgradeModule` class
 */
@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, [ UpgradeAppType.Static])
            .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
            .value(INJECTOR_KEY, this.injector)
            .factory(
                LAZY_MODULE_REF,
                [INJECTOR_KEY, (injector: Injector) => ({ injector } as LazyModuleRef)])
            .config(
                [SPROVIDE, SINJECTOR, (Sprovide: IProvideService, Sinjector: InjectorService) => 
                    { if (Sinjector.has($$TESTABILITY)) { $provide.decorator($STESTABILITY, ['SDELEGATE', (testabilityDelegate: ITestabilityService) =>
                        { const originalWhenStable: Function = testabilityDelegate.whenStable;
                          const ng2Testability: Testability = injector.getTestability();
                          if (ng2Testability.isStable()) { ng2Testability.whenStable(callback());
                        } else {
                            ng2Testability.whenStable(newWhenStable.bind(testabilityDelegate, callback));
                          }
                        }]);
                    }]);
  }

  // Cannot use arrow function below because we need the context
  const newWhenStable = function(callback: Function) {
    originalWhenStable.call(testabilityDelegate, function() {
      const ng2Testability: Testability = injector.getTestability();
      if (ng2Testability.isStable()) { ng2Testability.whenStable(callback());
    } else {
      ng2Testability.whenStable(newWhenStable(bind(testabilityDelegate, callback)));
    }
  });

```

* Core AngularJS services

- Importing this `NgModule` will add providers for the core AngularJS services

```typescript
    (https://docs.angularjs.org/api/ng/service) to the root injector.
```
testabilityDelegate.whenStable = newWhenStable;
return testabilityDelegate;

$provide.decorator($INTERVAL, [injector]
  $delegate, (intervalDelegate: IIntervalService)
  => {
    $delegate
      // Wrap the $interval service so that setInterval is called outside NgZone
      // but the callback is still invoked within it. This is so that $interval
      // won't block stability, which preserves the behavior from AngularJS
    let wrappedInterval =
        (fn: Function, delay, count?: number, invokeApply?: boolean, ...pass: any[]) => {
          // Wrap the $interval service so that setInterval is called outside NgZone,
          // but
          let wrappedInterval =
            (fn: Function, delay, count?: number, invokeApply?: boolean,
             ...pass: any[]) => {
              // Run callback in the next VM turn - $interval calls
              return intervalDelegate(...args: any[]) => {

                // same vm turn.
                settimeout(() => {
                  this.ngZone.run(() => fn(...args));
                }, delay, count, invokeApply, ...pass);
              });

              (wrappedInterval as any)['cancel'] = intervalDelegate.cancel;
              return wrappedInterval;
            });
          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 'digest already in progress' error if it's in the
              // same vm turn.
              settimeout(() => {
                return $rootScope.$evalAsync();
              }, delay, count, invokeApply, ...pass);
            });
          });
        };
      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);
    return $rootScope.$scope.$digest();
  });
});

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(() => {
  bootstrapt(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;
    ngZone.run(() => { windowAngular.resumeBootstrap.apply(this, args); });
    return originalResumeBootstrap();
  };
  @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

  {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 {UpgradeComponent} from
  './src/upgrade_component';
  export {UpgradeModule} from './src/upgrade_module';
  export {angular1Providers as

// This file only re-exports
// items to appear in the public api. Keep it that way.
export * from './public_api';

// 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.

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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.

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

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THIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED
export const UPGRADE_MODULE_NAME = '$$UpgradeModule';

export class PropertyBinding {
  bracketAttr!: string;
  bracketParenAttr!: string;
  parenAttr!: string;
  onAttr!: string;
  bindAttr!: string;
  bindonAttr!: string;

  constructor(public prop: string, public attr: string) {
    this.parseBinding();
  }

  private parseBinding() {
    this.bracketAttr = `\[${this.attr}\]`;
    this.parenAttr = `(${this.attr})`;
    this.bracketParenAttr = `\[${this.attr})\]`;
    const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
    this.onAttr = `on${capitalAttr}`;
    this.bindAttr = `bind${capitalAttr}`;
    this.bindonAttr = `bindon${capitalAttr}`;
  }
}

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($injector: IInjectorService,
  module: string, injectionKey: string, attemptedAction: string): void {
  const upgradeAppType = getUpgradeAppType($injector);
  const downgradedModuleCount = getDowngradedModuleCount($injector);

  // Check for common errors.
  switch (upgradeAppType) {
    case UpgradeAppType.Dynamic:
    case UpgradeAppType.Static:
      if (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.');
      }

      if (!$injector.has(injectionKey)) {
        throw new Error(`Error while ${attemptedAction}: Unable to find the specified downgraded module.\n` +
          'Did you forget to downgrade \an Angular module or include it in the AngularJS application?\n` +
          'or did you forget to downgrade an Angular module or include it in the AngularJS application?\n` +
          'With the new \`upgrade\` service, you can override any Angular module to access its' +
          'services, controllers, etc. From AngularJS code, use `\`Service\`.$injector.get\`\` to use a ' +
          'downgraded module\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?\n``);}

  // If an error was not thrown, we did not have problems.
  // Proceed with injection.
  $injector.get(DOWNGRADED_MODULE_COUNT_KEY) ? 0 :
  $injector.get(DOWNGRADED_MODULE_COUNT_KEY);
}

export function Deferred<R> {
  promise: Promise<R>;
  resolve!: R;
  reject!: R;
}

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 validateInjectionKey($injector: IInjectorService,
  module: string, injectionKey: string, attemptedAction: string): void {
  if (!$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?\n` +
      'or did you forget to downgrade an Angular module or include it in the AngularJS application?\n``);}

  // If an error was not thrown, we did not have problems.
  // Proceed with injection.
  $injector.get(DOWNGRADED_MODULE_COUNT_KEY) ? 0 :
  $injector.get(DOWNGRADED_MODULE_COUNT_KEY);
}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ?
    $injector.get(UPGRADE_APP_TYPE_KEY) :
    UpgradeAppType.None;
}

export function validateInjectionKey($injector: IInjectorService,
  module: string, injectionKey: string, attemptedAction: string): void {
  if (!$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?\n` +
      'or did you forget to downgrade an Angular module or include it in the AngularJS application?\n``);}

  // If an error was not thrown, we did not have problems.
  // Proceed with injection.
  $injector.get(DOWNGRADED_MODULE_COUNT_KEY) ? 0 :
  $injector.get(DOWNGRADED_MODULE_COUNT_KEY);
}
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.$setViewValue.bind(ngModel));
    if (typeof component.registerOnTouched === 'function') {
      component.registerOnTouched(ngModel.$setTouched.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);
}
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);

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 => {
        let 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;
            }
            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 `$observe()`
      // callback.
      let unwatch: Function|null = this.componentScope.$watch(() => {
        unwatch = null;
        observeFn(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.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)
  const detectChanges = () => this.changeDetector.detectChanges();
  const prototype = this.componentFactory.componentType.prototype;
  this.implementsOnChanges = !!prototype && (<OnChanges>prototype).ngOnChanges;

  this.componentScope.$watch(() => this.inputChangeCount,
    this.wrapCallback(() => {
      // Invoke `ngOnChanges()`
      if (this.implementsOnChanges) {
        const inputChanges = this.inputChanges;
        this.inputChanges = {};
        (<OnChanges>this.component).ngOnChanges(inputChanges);
      }
      this.viewChangeDetector.markForCheck();
      // If opted out of propagating digests, invoke change detection
      if (manuallyAttachView || !propagateDigest) {
        let unwatch: Function|null = this.componentScope.$watch(() => {
          unwatch = null;
          this.parentInjector.get<ApplicationRef>(ApplicationRef).
            appRef.attachView(this.componentRef.hostView);
        });
      }
    }));

    // 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 not opted out of propagating digests, invoke change detection
// on every digest
if (propagateDigest) {
  this.componentScope.$watch(this.wrapCallback(detectChanges));
}
}
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
      '${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);
        destroyComponentRef();
      }
    });
}

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 !());
  }

  groupN 组 a set of DOM nodes into 'ngContent' groups, based on the given content selectors.

  number[]
  ngContentIndices: number[] = [];
  ngContentIndices.sort();

  ngContentIndices.push(p => resolve(idx, p));
}

}
**open-source-used-in-msx-sd-access-service-pack-3.9.0**

https://angular.io/license

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

export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
})

://downgrade-component-adapter\nimport {Angular2UpgradeAppAdapter, ComponentFactory, NgModuleRef, 

```

```typescript
PARSER

ngZone: NgZone;

```

```typescript
const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;

```

```typescript
wrapCallback: <T>(cb: () => T) => typeof cb =
        !isNgUpgradeLite ? cb => cb : cb => () =>
```

```typescript
getUpgradeAppType, validateInjectionKey} from './util';

```

```typescript
https://angular.io/license

```
before the Angular templates have been compiled.

        const ngModel: INgModelController = required[1];
        const parentInjector: Injector|Thenable<Injector>|undefined = required[0];
        let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;

        if (!parentInjector || hasMultipleDowngradedModules) {
          const lazyModuleRefKey = `$\{LAZY_MODULE\:REF\}$\{downgradedModule\}`;
          const attemptedAction = 'instantiating component ');
          validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);
          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 instance, but that is irrelevant). If `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 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'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 its moduleInjector as anchor
        // 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 there is a
        // `parentInjector` and 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` this
          // component belongs to.
          const componentFactoryResolver = moduleInjector.get<any>(ComponentFactoryResolver);
          const componentFactory = ComponentFactory.any
          throw new Error('Expecting ComponentFactory for: ');
          if (!componentFactory) {
            throw new Error('Cannot resolve ComponentFactory for: ');
          }

          const injectorPromise = new ParentInjectorPromise(element);
          const facade = new DowngradeComponentAdapter(element, attrs, scope,
          const projectableNodes = facade.compileContents();
          facade.createComponent(projectableNodes);
          facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
          facade.setupOutputs();
          facade.registerCleanup();

          injectorPromise.resolve(facade.getInjector());
          if (runAsync) {
            // 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.$evalAsync(() => {});
          }
          const downgradeFn = (injector: Injectable);
import {Injector} from '@angular/core';
import {IInjectorService} from './angular1';
import {$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*
 *
 * This helper function returns a factory function that provides access to the Angular service identified by the `token` parameter.
 *
 * @usageNotes
 * ### 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 an `HeroesService` defined in an Angular module.
 *
 * ```ts
 * import {HeroesService} from './heroes.service';
 * ```
 *
 * Now we can register the `downgradeInjectable` factory function for the service on an AngularJS module.
 *
 * ```ts
 * import {HeroesService} from './heroes.service';
 * import {downgradeInjectable} from '@angular-upgrade/static';
 *
 * // inside AppModule.ts
 * ...
 *
 * export const APP_ROUTER = [
 *   {path: 'heroes', component: HeroesComponent, resolve: {HeroesService: downgradeInjectable(HeroesService)}}
 * ];
 *
 * ```
 *
 * Inside an AngularJS component's controller we can get hold of the service via the name we gave when downgrading.
 *
 * ```ts
 * import {HeroesService} from './heroes.service';
 *
 * // inside HeroComponent.js
 * ...
 *
 * heroes: HeroesService = downgradeInjectable(HeroesService);
 *
 * ```
 *
 * @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.
 *
 * ### Note
 *
 * On upgrading, a new instance of the factory is created for each module that depended on the downgradeable service. This means that if theAngular Injectable module was dependent on another Injectable module, the second Injectable will be recreated for each module that upgraded. This is to prevent accidental inheritance of dependencies while upgrading.
 *
 * @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;
}
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* that can be found in the LICENSE file at https://angular.io/license

```ts
import { ElementRef, Injector, SimpleChanges } from '@angular/core';
import { DirectiveRequireProperty, IAugmentedJQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, 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 {
  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, $scope: IScope) {
    // TODO: Document that we do not pre-assign bindings on the controller
    const locals = {'$scope': $scope, '$element': this.$element};
    const controller = this.$controller(controllerType, locals, this.directive.controllerAs);
    this.$element.data!(controllerKey(this.directive.name!), controller);

    return controller;
  }

  compileTemplate(template?: string): ILinkFn {
    if (template === undefined) {
      template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element) as string;
    }

    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.
    // Equivalent to how jQuery/jqLite invoke `cleanData` on an Element (this.element)
    // https://github.com/jquery/jquery/blob/943862e41779b77159f7f1172f456f77156313f892dc2b70d86d4d688c82/src/jqLite.js#L306-
  }
```
L312`angularElement.cleanData(this.element.querySelectorAll('*'));

This will invoke the AngularJS `$destroy` DOM event. //

https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2a970d86d4d88c8e2/src/Angular.js#L1911-
L1924

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

  // 'Stemplate' 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.

  `scope = scope`;

  `[$destroy: () => undefined]`;

  `return cloneAttachFn`;

$template = contentChildNodes;

if (transclude) {

  `const slots = Object.create(null)`;

  `if (typeof transclude === 'object')` {

    `$template = []`;

    `const slotMap =`;

    `slots[slotName] = null`;

    `Object.keys(transclude).forEach(slotName => {

      const 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.

      `fillSlots[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)`;

      }

    });

    // Check for required slots that were not

    `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`;

      };

    });

    // Attach `$$slots` to default slot transclude fn.

    `attachChildrenFn.$$slots = slots`;

    // 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


    // 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+.

    `Stemplate`;

    `forEach(node => {

      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue)

        node.nodeValue = '\u200C';

    });

    `Object.keys(transclude).forEach(slotName => {

      const value = transclude[slotName];

      const match = value.match(REQUIRE_PREFIX_RE) !;

      `const name =`;

      `value.substring(match[0].length)`;

      if (!name) {

        `transclude[slotName] = match[0] + slotName`;

      }

    });

    `attachChildrenFn.$$slots = slots`;

    // 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


    // 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+.

    `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 => {

          `const controllerInstance[key] =`;

          `requiredControllersMap[key][key]`;

          `return requiredControllers;`

          `return this.$compile(this.element.childNodes);`;

          `private extractChildNodes(): Node[]` {

            while (childNode =

              this.element.firstChild) {

              this.element.removeChild(childNode);

              childNode;

            }

          }

          `private getDirectiveRequire():`;

          `DirectiveRequireProperty` {

            const require =

              this.directive.require;

              this.directive.bindToController ?

              `isMap(require)`) {

              const value =

              require[key];

              const match =

              value.match(REQUIRE_PREFIX_RE) !;

              const name =

              value.substring(match[0].length);

              if (!name) {

                `require[key] = match[0] + key;`;

              }

            });

          }

        }

      }

    };

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```typescript
private resolveRequire(require: DirectiveRequireProperty, controllerInstance?:
  any): SingleOrListOrMap<IControllerInstance> {null { if (!require) { return null; } } else if (Array.isArray(require)) { return require.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 const name = require.substring(match[0].length); const isOptional = !!match[2]; const searchParents = !!inheritType; const startOnParent = inheritType === '^'; const ctrlKey = controllerKey(name); const const elem = startOnParent ? this.$element.parent() : this.$element;
const elem inheritedData = (ctrlKey) ? elem.data() : elem.inheritedData; 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}`); }
}
```

```typescript
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}'.`);
}
```
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(outputNameRename);
    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.`);
}

/**
 * Upgrade ng1 components into Angular.
 */
static 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)
      .then(resolve => return Promise.all(resolve));
  });

  return Promise.all(promises);
}

class UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck {
  private controllerInstance: IControllerInstance|null = null;
  destinationObj: IBindingDestination|null = null;

  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.controller;

    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++) {
      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();
  }

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

    // Require other controllers
    const requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

    // Hook: $onInit
    if (this.controllerInstance && isFunction(this.controllerInstance.$onInit)) {
      this.controllerInstance.$onInit();
    }

    // Linking
    const postLink = typeof linkFn == 'object' ? linkFn.post : linkFn;
    postLink(this.componentScope, this.$element, this.directive, this.controllerInstance);
if (isFunction(this.destinationObj.$onChanges)) {
  this.destinationObj.$onChanges(ng1Changes);
}

    if (isFunction(this.destinationObj.$onChanges)) {
      this.destinationObj.$onChanges(ng1Changes);
    }

  }

  ngDoCheck() {
    const destinationObj = this.destinationObj;
    const lastValues = this.checkLastValues;
    const checkProperties = this.checkProperties;
    const propOuts = this.propOuts;

    checkProperties.forEach((propName, i) => {
      const value = destinationObj[propName];
      const last = lastValues[i];
      if (!strictEquals(last, value)) {
        const eventEmitter: EventEmitter<any> = (this as any)[propOuts[i]].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;
  }
}

/**
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 *
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 */

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 {downgradeComponent} from '../../common/src/downgrade_component';
import {downgradeInjectable} from '../../common/src/downgrade_injectable';
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.
 * 4. Angular components always execute inside Angular framework codebase regardless of framework, where they are instantiated.
 * 5. An AngularJS component can be upgradable to an Angular component.
 * 6. An Angular component can be downgradable to an AngularJS component directive.
 * 7. Whenever an adapter component is instantiated the host element is owned by the framework it is instantiated in.
 * 8. AngularJS directives always execute inside AngularJS framework codebase regardless of framework, where they are instantiated.
 * 9. The new application is running in Angular zone, and therefore no longer needs calls to `$apply()`.
 *
 * ### Mental Model
 *
 * 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.

AngularJS is always bootstrapped first and owns the bottom most view. The new application is running in Angular zone, and therefore no longer needs calls to `$apply()`. AngularJS directives always execute inside AngularJS framework codebase regardless of framework, where they are instantiated. AngularJS components always execute inside Angular framework codebase regardless of framework, where they are instantiated.

An AngularJS component can be upgraded to an Angular component. This creates an Angular directive, which bootstraps the AngularJS component directive in that location. An Angular component can be downgraded to an AngularJS component directive.

The syntax is always that of Angular syntax. AngularJS is always bootstrapped first and owns the bottom most view. The new application is running in Angular zone, and therefore no longer needs calls to `$apply()`. AngularJS directives always execute inside AngularJS framework codebase regardless of framework, where they are instantiated.

An AngularJS component can be upgraded to an Angular component. This creates an Angular directive, which bootstraps the AngularJS component directive in that location. Whenever an adapter component is instantiated the host element is owned by the framework it is instantiated in. 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.

AngularJS is always bootstrapped first and owns the bottom most view.

The new application is running in Angular zone, and therefore no longer needs calls to `$apply()`. AngularJS directives always execute inside AngularJS framework codebase regardless of framework, where they are instantiated.

An AngularJS component can be upgraded to an Angular component. This creates an Angular directive, which bootstraps the AngularJS component directive in that location. Whenever an adapter component is instantiated the host element is owned by the framework it is instantiated in. 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. AngularJS is always bootstrapped first and owns the bottom most view. The new application is running in Angular zone, and therefore no longer needs calls to `$apply()`.
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```typescript

export class UpgradeAdapter {
  private idPrefix: string = `NG2_UPGRADE_${upgradeCount++}_`;
  private downgradedComponents: Type<any>[]} = [];
  private ng1ComponentsToBeUpgraded:

  constructor(private ng2AppModule: Type<any>, private compilerOptions?: CompilerOptions) {
    if (!ng2AppModule) {
      throw new Error(
        'UpgradeAdapter cannot be instantiated without an NgModule of the Angular app.');
    }
  }

  /**
   * Allows Angular Component to be used from AngularJS.
   *
   * Use `downgradeNg2Component` to create an AngularJS
   * Directive Definition Factory from an Angular Component. The adapter will bootstrap Angular component from
   * within the AngularJS template.
   *
   * @usageNotes
   * ### Mental Model
   *
   * 1. The component is
   *    instantiate by being listed in AngularJS template. This means that the host element is controlled by
   *    AngularJS, but the component's view will be controlled by Angular.
   * 2. Even though the component is instantiated in AngularJS, it will be using Angular
   *    syntax. This has to be done, this way because we must follow Angular component's
   *    declare how the attributes should be interpreted.
   * 3. `ng-model` is
   *    controlled by AngularJS and communicates with the downgraded Angular component by
   *    way of the
   *    `ControlValueAccessor` interface from Angular/forms. Only components that implement this interface are
   *    eligible.
   * - Bindings:
   *   - Attribute: `<comp name="World">`
   *   - Interpolation: `\{salutation\}`
   * - Event: `\{event\}(close)="doSomething()"`
   * - Transclusion: no
   * - Only some of the features of
   *   
   * @deprecated Deprecated since v5. Use `upgrade/static` instead, which also supports
   *   [Ahead-of-Time compilation](guide/aot-compiler).
   * @publicApi
   */
  downgradeNg2Component(component: Type<any>): Function {
    this.downgradedComponents.push(component);

    return downgradeComponent({component});
  }

  /**
   * 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 AngularJS template.
   *
   * @usageNotes
   * ### Mental Model
   *
   * 1. The component is
   *    instantiate by being listed in AngularJS template. This means that the host element is controlled by
   *    AngularJS, but the component's view will be controlled by AngularJS.
   * 2. Even though the component is instantiated in AngularJS, it will be using Angular
   *    syntax. This has to be done, this way because we must follow Angular components do not declare how the attributes should be interpreted.
   * 3. `ng-model` is
   *    controlled by AngularJS and communicates with the downgraded Angular component by
   *    way of the
   *    `ControlValueAccessor` interface from Angular/forms. Only components that implement this interface are
   *    eligible.
   * - Bindings:
   *   - Attribute: `<comp name="World">`
   *   - Interpolation: `\{salutation\}`
   * - Event: `\{event\}(close)="doSomething()"`
   * - Transclusion: no
   * - Only some of the features of
   *   
```
Definition Object](https://docs.angularjs.org/api/ng/service/$compile) are supported:

- `compile`: not supported because the host element is owned by Angular, which does not allow modifying DOM structure during compilation.
- `controllerAs`: supported.
- `bindToController`: supported.
- `link`: supported. (NOTE: only pre-link function is supported.)
- `name`: supported.
- `priority`: ignored.
- `replace`: not supported.
- `require`: supported. must be set to `E`.
- `restrict`: must be set to `'E'`.
- `scope`: supported.
- `template`: supported.
- `templateUrl`: supported.
- `terminal`: ignored.
- `transclude`: supported.

**### Example**

```javascript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);

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>'
})
class Ng2Component {
  constructor() {
  }
}

@NgModule({
  declarations: [Ng2Component, 
    adapter.upgradeNg1Component('greet')],
  imports: [BrowserModule]
})
class MyNg2Module {

  constructor() {
  }
}

document.body.innerHTML = '<ng2></ng2>';

adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toBe('Hello World! - text');
  done();
});
```
function(rootScopeDelegate: IRootScopeService) {  
  // Capture the root apply so that we can delay first
call to $apply until we've
  // bootstrap Angular and then we replay and restore the $apply.

  rootScopePrototype = rootScopeDelegate.constructor.prototype;
  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!');
  }

  if (ng1Injector.has($$TESTABILITY)) {  
    provide.decorator($$TESTABILITY, {  
      '$delegate',
      function(testabilityDelegate: ITestabilityService) {
        const originalWhenStable: Function = testabilityDelegate.whenStable;

        // Cannot use arrow function below because we need the context
        // const newWhenStable = function(this: unknown, callback: Function) {  
        // this.
        // const ng2Testability: Testability =
        //                          upgradeAdapter.moduleRef !.injector.get(Testability);

        // Cannot use arrow function below because we need the context
        // const newWhenStable = function(this: unknown, callback: Function) {  
        // this.

        if (ng2Testability.isStable()) {
          callback.apply(this, arguments);
        } else {
          ng2Testability.whenStable(newWhenStable.bind(this, callback));
        }
      }
    });
  }

  ng1Module.run({  
    '$injector', '$rootScope',
    ng1Injector: IInjectorService, rootScope: IRootScopeService) => {  

      UpgradeNg1ComponentAdapterBuilder.resolve(this.ng1ComponentsToBeUpgraded, ng1Injector)
        .then(() => {  
          // Note: There is a bug in TS 2.4 that prevents us from
          // TODO(tbosch): find or file a bug against TypeScript for this.
          // const ngModule = {  
          // providers: [{  
          //   provide: $INJECTOR, useFactory: () => ng1Injector},
          //   {  
          //     provide: $COMPILE,
          //     useFactory: () => ng1Injector.get($COMPILE),
          //   }
          // },
          // imports: [resolveForwardRef(this.ng2AppModule)],
          // // At this point we have ng1 injector and we have prepared
          // // ng1 components to be
          // upgraded, we now can bootstrap ng2.
          // @NgModule({jit: true, ...ngModule})
          // class DynamicNgUpgradeModule {
          //   constructor() {}
          //   ngDoBootstrap() {}
          // }

          platformRef
            .bootstrapModule(
              DynamicNgUpgradeModule, {
                this.compilerOptions !,
                {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;
                }
              });
            })
            .catch((e) =>
              this.ng2BootstrapDeferred.reject(e));

      // A digest was triggered
      while one was already in progress. This may mean that something is triggering digests
      // outside the Angular zone.
      .then(rootScope.$evalAsync(() => {}));
    }
  });
}

/**
 * Synchronous
 * promise-like object to wrap parent injectors,
 * to preserve the synchronous nature of AngularJS's $compile.
 */
class ParentInjectorPromise {
  // TODO(issue/24571): remove '!'.
  private injector !: Injector;
  private callbacks: ((injector: Injector) => any)[] = [];

  constructor(private element: IAugmentedJQuery) {
    // store the
    // subscription.unsubscribe();
    // .catch(e =>
    // this.ng2BootstrapDeferred.reject(e));
    return ng1Module.$injector.$on('$destroy', () => {
      if (!$2phase) {
        // A digest was triggered
        while one was already in progress. This may mean that something is triggering digests
        // outside the Angular zone.
        this.ng2BootstrapDeferred.resolve(ng1Injector),
        let subscription =
        this.ngZone.onMicrotaskEmpty.subscribe({
          next: () => {
            if (this.$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.');
            }
          }
        });
      }
    });
  }

  then(callback: (injector: Injector) => any) {  
    if (this.injector) {  
      callback(this.injector);
    } else {  
      ng1Module.$injector.then(callback: (injector: Injector) => any) {  
        if (this.injector) {  
          callback(this.injector);
        } else {  
          ng1Module.$injector.
        }
      }
    }
}

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element data to point to the real injector
  this.element.data !(controllerKey(INJECTOR_KEY), injector);

  // clean out the element to prevent memory leaks
  this.element.data !(controllerKey(INJECTOR_KEY), injector);

  // run all the queued callbacks
  this.callbacks.forEach((callback) => callback(injector));
  this.callbacks.length = 0;

  // clean out the element to prevent memory leaks
  this.element = null !;

  // run all the queued callbacks
  this.callbacks.forEach((callback) => callback(injector));
  this.callbacks.length = 0;

/**
 * @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
 * angular used in MSX SD-Access Service
 * Pack 3.9.0
 */

export * from './index';

// 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 symbols.
// in names.
export * from './public_api';

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AQ,GAA0D,IAAI,CAAC;QAExE,iBAAY,GAAsB,IAAM,CAAC;QACzC,gBAAW,GAAqB,IAAM,CAAC;QACv
C,iBAAY,GAAqB,IAAM,CAAC;QACxC,gBAAW,GAAa,IAAM,CAAC;KA2BvC;;IAxBS,0CAAc,GAAtB,UAAu
B,WAA6B,EAAE,WAA6B;QACjF,IAAI,CAAC,YAAY,GAAG,WAAW,CAAC;QAChC,IAAI,CAAC,WAAW,G
AAG,WAAW,CAAC,QAAQ,CAAC;QACxC,IAAI,CAAC,WAAW,GAAG,WAAW,CAAC;QAC/B,IAAI,CAAC,
YAAY,GAAG,WAAW,CAAC,GAAG,CAAC,WAAW,CAAC,CAAC;QACjD,IAAI,CAAC,QAAQ,IAAI,IAAI,CA
AC,QAAQ,CAAC,IAAI,CAAC,CAAC;KACtC;;;;;;;;IASM,iCAAK,GAAZ,UAAa,EAAkD,IAAI,IAAI,CAAC,QA
AQ,GAAG,EAAE,CAAC,EAAE;;;;IAKjF,mCAAO,GAAd;QACE,IAAI,CAAC,WAAa,CAAC,GAAG,CAAC,WA
AW,CAAC,CAAC,QAAQ,EAAE,CAAC;QAC/C,IAAI,CAAC,YAAc,CAAC,OAAO,EAAE,CAAC;KAC/B;IACH
,wBAAC;CAAA;;AChsBD;;;;;;;AAQA,AASA,2EAA2E;;ACjB3E;;;;;;GAMG;;ACNH;;GAEG;;;;"}
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-srczip/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":["global","factory","exports","module","requi
re","define","amd","self","ng","upgrade","core","platformBrowserDynamic","this","VERSION","Version","extendS
tatics","d","b","Object","setPrototypeOf","__proto__","Array","p","hasOwnProperty","__extends","__","constructor
","prototype","create","__assign","assign","t","s","i","n","arguments","length","call","apply","__decorate","decorato
rs","target","key","desc","c","r","getOwnPropertyDescriptor","Reflect","decorate","defineProperty","__metadata","
metadataKey","metadataValue","metadata","__read","o","m","Symbol","iterator","e","ar","next","done","push","val
ue","error","noNg","Error","noNgElement","cleanData","angular","bootstrap","element","injector","version","undef
ined","resumeBootstrap","getTestability","window","_a","nodes","$COMPILE","$CONTROLLER","$INJECTOR"
,"$SCOPE","DOWNGRADED_MODULE_COUNT_KEY","INJECTOR_KEY","UPGRADE_APP_TYPE_KEY",
"REQUIRE_INJECTOR","PropertyBinding","prop","attr","parseBinding","bracketAttr","parenAttr","bracketParen
Attr","capitalAttr","charAt","toUpperCase","substr","onAttr","bindAttr","bindonAttr","DIRECTIVE_PREFIX_RE
GEXP","DIRECTIVE_SPECIAL_CHARS_REGEXP","onError","console","stack","log","controllerKey","name","
getTypeName","type","overriddenName","toString","split","getDowngradedModuleCount","$injector","has","get","
getUpgradeAppType","isFunction","validateInjectionKey","downgradedModule","injectionKey","attemptedAction"
,"upgradeAppType","downgradedModuleCount","Deferred","_this","promise","Promise","res","rej","resolve","rejec
t","strictEquals","val1","val2","_matches","INITIAL_VALUE","__UNINITIALIZED__","DowngradeComponentA
dapter","attrs","scope","ngModel","parentInjector","$compile","$parse","componentFactory","wrapCallback","impl
ementsOnChanges","inputChangeCount","inputChanges","componentScope","$new","compileContents","compiled
ProjectableNodes","linkFns","groupProjectableNodes","map","empty","forEach","linkFn","clone","append","create
Component","projectableNodes","childInjector","Injector","providers","provide","useValue","parent","componentR
ef","viewChangeDetector","ChangeDetectorRef","changeDetector","changeDetectorRef","component","instance","t
estability","Testability","TestabilityRegistry","registerApplication","location","nativeElement","hookupNgModel","
supportsNgModel","writeValue","registerOnChange","$render","$viewValue","$setViewValue","bind","registerOn
Touched","$setTouched","setupInputs","manuallyAttachView","propagateDigest","inputs","_loop_1","prevValue","
input","propName","templateName","expr","observeFn_1","currValue","updateInput","$observe","unwatch_1","thi
s_1","$watch","watchFn","detectChanges","componentType","ngOnChanges","markForCheck","unwatch_2","Appl
icationRef","attachView","hostView","setupOutputs","outputs","j","output","substring","subscribeToOutput","isAss
ignment","getter","setter","emitter","subscribe","v","$event","registerCleanup","testabilityRegistry","destroyCompo
nentRef","destroy","destroyed","on","$destroy","$on","unregisterApplication","getInjector","SimpleChange","grou
pNodesBySelector","ngContentSelectors","ii","jj","node","ngContentIndex","findMatchingNgContentIndex","conte
nts","ngContentIndices","wildcardNgContentIndex","selector","matchesSelector","sort","el","elProto","Element","
matches","mozMatchesSelector","msMatchesSelector","oMatchesSelector","webkitMatchesSelector","nodeType","
Node","ELEMENT_NODE","SyncPromise","resolved","callbacks","all","valuesOrPromises","aggrPromise","resolv

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*****************************************************************************

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*****************************************************************************
getAngularJSGlobal();
/**
 * Resets the AngularJS global.
 */
function setAngularJSGlobal(ng) {
    angular = ng;
}
/**
 * Returns the current AngularJS global.
 */
function getAngularJSGlobal() { return angular;
}

var bootstrap = function (e, modules, config) {
    return angular.bootstrap(e, modules, config);
};

var element = (function (e) { return angular.element(e); });

element.cleanData = function (nodes) { return angular.element.cleanData(nodes);
};

var injector = function (modules, strictDi) { return angular.injector(modules, strictDi);
};

var resumeBootstrap = function () { return angular.resumeBootstrap();
};

var getTestability = function (e) { return angular.getTestability(e); };
injector.get(UPGRADE_APP_TYPE_KEY) == 0 /* None */
    function isFunction(value) {
        return typeof value === 'function';
    }
var _this = this;
if (propagateDigest === void 0) { propagateDigest = true; }
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_1 = (function (prop) {
    var prevValue = INITIAL_VALUE;
    return function (currValue) {
      // Initially, both `$observe()` and `$watch()` will call this function.
      if (!strictEquals(prevValue, currValue)) {
        if (prevValue === INITIAL_VALUE) {
          prevValue = currValue;
        }
        _this.updateInput(prop, prevValue, currValue);
        prevValue = currValue;
      }
    };
  })(input.prop);
  attrs.$observe(input.attr, observeFn_1);
  // Use `$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 `$_observe()`
  // callback.
  var unwatch_1 = this.componentScope.$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.bindonAttr)) {
  expr = attrs[input.bindonAttr];
}
else if (attrs.hasOwnProperty(input.bracketParenAttr)) {
  expr = attrs[input.bracketParenAttr];
}
if (expr != null) {
  var watchFn = (function (prop) { return function (currValue, prevValue) {
    return _this.updateInput(prop, prevValue, currValue);
  }; })(input.prop);
  this.componentScope.$watch(expr, watchFn);
}

// Invoke `ngOnChanges()` and Change Detection (when necessary)
var detectChanges = function () { return this.changeDetector.detectChanges(); };
this.componentScope.$watch(detectChanges);

// If not opted out of propagating digests, invoke change detection
// when inputs change.
if (propagateDigest) {
  detectChanges();
}
 // If 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) {
  var view = this.componentFactory.create(null, projectableNodes, this.element[0]);
  var viewInjector = core.Injection.create({
    providers: providers, parent: viewInjector, name: 'DowngradeComponentAdapter' });
  this.componentFactory.injector.set(core.ChangeDetectorRef, view.viewChangeDetector);
  this.componentRef = this.componentFactory.create(viewInjector, projectableNodes, this.element[0]);
  this.viewChangeDetector = this.componentRef.injector.get(core.ChangeDetectorRef);
  this.changeDetector = this.componentRef.changeDetectorRef;
  this.change = this.componentRef.instance;
DowngradeComponentAdapter.prototype.setupOutputs = function () {
    var attrs = this.attrs;
    var outputs = this.componentFactory.outputs || [];
    var bindonAttr = undefined;
    var bracketParenAttr = undefined;

downgradeComponentAdapter.prototype.subscribeToOutput = function (output, expr, isAssignment) {
    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 '" + getTypeName(this.componentFactory.componentType) + "'!");
    }
}

DowngradeComponentAdapter.prototype.updateInput = function (prop, prevValue, currValue) {
    if (this.implementsOnChanges) {
        this.inputChanges[prop] = new core.SimpleChange(prevValue, currValue);
    }
    this.inputChangeCount++;
    this.component[prop] = currValue;
}

DowngradeComponentAdapter.prototype.groupProjectableNodes = function () {
    var ngContentSelectors = this.componentFactory.ngContentSelectors;
    return groupNodesBySelector(ngContentSelectors, this.element.contents());
};

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) {
        var wildcardNgContentIndex = wildcardNgContentIndex;
        if (selector === '*') {
            ngContentIndices.push(wildcardNgContentIndex);
        }
    }

    return ngContentIndices;
}
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---

```typescript
function downgradeComponent(info) {
  var directiveFactory = function ($compile, $injector, $parse) {
    return function SyncPromise() {
      return this.resolved = false;
      this.callbacks = [];
    };
    return this.callbacks.push(callback);
  };
  return SyncPromise;
}
```

---

```typescript
var syncPromise = new SyncPromise();
```

---

```typescript
SyncPromise.prototype.resolve = function (value) {
  // Do nothing, if already resolved.
  if (this.resolved) {
    this.value = value;
    this.resolved = true;
  } // Run the queued callbacks.
  this.callbacks.forEach(function (callback) { return callback(value); });

  if (this.callbacks.length = 0) {
    SyncPromise.prototype.then = function (callback) {
      if (isThenable(p)) {
        p.then(function (v) { return resolve(idx, v); });
      } else {
        resolve(idx, p);
      }
    };
  } else {
    resolve(idx, value);
    if (++resolvedCount === valuesOrPromises.length)
      aggrPromise.resolve(results);
    valuesOrPromises.forEach(function (p, idx) {
      if (isThenable(p)) {
        p.then(function (v) { return resolve(idx, v); });
      } else {
        resolve(idx, p);
      }
    });
    return aggrPromise;
  }
}
```

---

```typescript
SyncPromise.all = function (valuesOrPromises) {
  var aggrPromise = new SyncPromise();
  var resolvedCount = 0;
  var results = [];
  var resolve = function (idx, value) {
    if (resolve(idx, value)) {
      results[idx] = value;
      if (++resolvedCount === valuesOrPromises.length)
        aggrPromise.resolve(results);
    }
  };
  valuesOrPromises.forEach(function (p, idx) {
    if (isThenable(p)) {
      p.then(function (v) { return resolve(idx, v); });
    } else {
      resolve(idx, p);
    }
  });
  return aggrPromise;
}
```

---

```typescript
var syncPromise = new SyncPromise();
var ngContentIndices = syncPromise.then();
```

---

```typescript
ngContentIndices.length ? ngContentIndices[0] : null;
```

---

```typescript
ngContentIndices = ngContentIndices[0];
```

---

```typescript
ngContentIndices = ngContentIndices[0];
```

---

```typescript
ngContentIndices[0];
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```typescript
ngContentIndices[0];
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```typescript
ngContentIndices[0];
```

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```typescript
ngContentIndices[0];
```

---

```typescript
ngContentIndices[0];
```
dirty-checked.

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 back in).

var isNgUpgradeLite = getUpgradeAppType($injector) === 3 /* Lite */;

var wrapCallback = isNgUpgradeLite ? function (cb) { return cb; } : function (cb) { return function () { return core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb); } }; var ngZone;

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

var终端: true;

var require = [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],

link: 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 parentInjector = required[0];

var moduleInjector = undefined;

var ranAsync = false;

if (!parentInjector || hasMultipleDowngradedModules) {

var downgradedModule = info.downgradedModule || ";

var lazyModuleRefKey = ";" + LAZY_MODULE_REF + downgradedModule;

var attemptedAction = ";instantiating component ";

validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);

var lazyModuleRef = $injector.get(lazyModuleRefKey);

var 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`.

// - 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's declaring `NgModule`'s injector as `finalModuleInjector`.

// Note 1: If the `NgModule` is already bootstrapped, we just get its injector (we don't need to 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.

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.

// If there is a parent component that belongs to the same `NgModule`, use its injector.

var finalModuleInjector = moduleInjector || parentInjector;

var doDowngrade = function (injector, moduleInjector) {

// Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule` this

// component belongs to.

var componentFactoryResolver =
moduleInjector.get(core.ComponentFactoryResolver); 
var componentFactory = 
componentFactoryResolver.resolveComponentFactory(info.component); 
if (!componentFactory) 
{ 
    throw new Error("Expecting ComponentFactory for: " + getTypeName(info.component));
}

var injectorPromise = new ParentInjectorPromise(element); 

var facade 
= new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, $injector, Sparse, 
componentFactory, wrapCallback); 

var 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 $\text{\texttt{\$a}}$ 
// digest and initial input values will not be 
detected.

    scope.$evalAsync(function () { }); 
}

var downgradeFn = !isNgUpgradeLite ? doDowngrade : function (pInjector, mInjector) { 
    if (!ngZone) 
    { 
        ngZone = pInjector.get(core.NgZone); 
    }

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

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

SyncPromise.all([finalParentInjector, finalModuleInjector]).then(function (_a) { 
    var _b = __read(_a, 2), pInjector = _b[0]; 
    mInjector = _b[1]; 

    return downgradeFn(pInjector, mInjector); 
});

// bracket-
notation because of closure - see #14441

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

return directiveFactory; 

/**
 * A helper function to allow an Angular
 * service to be accessible from AngularJS.
 *
 * *Part of the 
"upgrade/static"* 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.
 *
 * @usageNotes
 * ### 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` * and that we have included this in our upgrade app `NgModule`
 * `\$Ng2-heroes-service\` * and that we have included this in our upgrade app `NgModule`
 * `\$Ng2-module\` * Now we can register the `downgradeInjectable`
 * factory function for the service
 * on an AngularJS module.
 * `\$Ng2-module\` * 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

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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 a downgraded Angular component from a different module.

* * * 

```javascript
UpgradeHelper.prototype.buildController = function (controllerType, $scope) {
  if (directives.length > 1) {
    throw new Error("Only support single directive definition for: " + name);
  } else if (directive.replace) {
    if (directive.replace !== undefined) {
      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 {
            reject("GET component template from '" + url_1 + "' returned '" + response + "'");
          }
        });
      });
    }
  } else if (directive.templateUrl) {
    getOrCall(directive.templateUrl, $element);
  } else if (directive.template !== undefined) {
    return template;
  } else if (!fetchRemoteTemplate) {
    getOrCall(directive.template, $element);
  }
}
```

When upgrading an Angular module, you can use this method to create a new controller for the upgraded component. The method takes a `controllerType` and a `$scope` as parameters. It first checks if the module has a component definition for the given name. If it does, it returns the template for the component. If it doesn't, it throws an error.

This method can be optimized with Closure Compiler.
UpgradeHelper.prototype.compileTemplate = function (template) {
    if (template === undefined) {
        template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element);
    }
    return this.compileHtml(template);
}

UpgradeHelper.prototype.onDestroy = function ($scope, controllerInstance) {
    if (controllerInstance && isFunction(controllerInstance.$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
    this.$element.data(controllerKey(this.directive.name), controller);
    return controller;
};
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```javascript
                    _this = _super.call(this, new UpgradeHelper(injector, name, elementRef, self.directive || undefined), scope, self.template, self.inputs, self.outputs, self.propertyOutputs, self.checkProperties, self.propertyMap) || this;
                    return _this;
                }
                MyClass = __decorate([
                    core.Directive(__assign({ jit: true }, directive)),
                    __param(0, core.Inject($SCOPE)),
                    __metadata("design:paramtypes", [Object, core.Injector, core.ElementRef])
                ], MyClass);

            return MyClass;
        }()

        UpgradeNg1ComponentAdapterBuilder.prototype.extractBindings = function () {
            var _this = this;
            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);
                    var inputName = "input_" + attrName;
                    var inputNameRename = inputName + ": " + attrName;
                    var outputName = "output_" + attrName;
                    var outputNameRename = outputName + ": " + attrName;
                    var outputNameRenameChange = outputNameRename + "Change";
                    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(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:
                            throw new Error("Unexpected mapping '" + bindingType + '" in '" + propName + '" 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($injector, exportedComponent.directive, true)).then(function (template) {
                    return exportedComponent.template = template;
                });
            });
            return Promise.all(promises);
        };
    }();
    var UpgradeNg1ComponentAdapter = /** @class */ (function () {
        function UpgradeNg1ComponentAdapter(helper, scope, template, inputs, outputs, propOuts, checkProperties, propertyMap) {
            this.helper = helper;
            this.template = template;
            this.inputs = inputs;
            this.outputs = outputs;
            this.propOuts = propOuts;
            this.checkProperties = checkProperties;
            this.propertyMap = propertyMap;
            this.controllerInstance = null;
            this.destinationObj = null;
            this.checkLastValues = [];
            this.element = null;
            this.directive = helper.directive;
            this.element = helper.element;
            this.componentScope = scope.$new(!this.directive.scope);
            var controllerType = this.directive.controller;
            if (this.directive.bindToController && controllerType) {
                this.controllerInstance = this.helper.buildController(controllerType, this.componentScope);
                this.destinationObj =...
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 link = this.directive.link;
var preLink = typeof link == 'object' && link.pre;
var postLink = typeof link == 'object' ? link.post : link;
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(lastValues[i] = 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;
}();

/**
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 */

var upgradeCount = 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.
 * 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
 */
* 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 AngularJS framework codebase regardless of where they are instantiated.
* 4. Angular components always execute inside Angular framework codebase regardless of where they are instantiated.
* 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().

```
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>)',
    directives: [
      { name: 'ng1-hello' }
    ]
  };
});

class Ng2Component {
  constructor() {
  }
}

class MyNg2Module {};

document.body.innerHTML = '<ng2-comp name="World">project</ng2-comp>';
adapter.bootstrap(document.body, this.idPrefix = 'NG2_UPGRADE_', upgradeCount++ + '_');
```

### Example
```ts
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>)',
    directives: [
      { name: 'ng1-hello' }
    ]
  };
});

class Ng2Component {
  constructor() {
  }
}

class MyNg2Module {};

document.body.innerHTML = '<ng2-comp name="World">project</ng2-comp>';
adapter.bootstrap(document.body, this.idPrefix = 'NG2_UPGRADE_', upgradeCount++ + '_');
```

The new application is running in Angular zone, and therefore it no longer needs calls to apply().
### Example

```javascript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);
module.directive('greet', adapter.downgradeNg2Component(Greeter));

module.directive('greet', function() {
  return {
    scope: {salutation: '=', name: '=' },
    template: '{{salutation}} {{name}}! - <span ng-transclude></span>'
  };
});

module.directive('ng2', adapter.downgradeNg2Component(Ng2Component));

class Ng2Component {
}

@NgModule({
  declarations: [Ng2Component, adapter.upgradeNg1Component('greet')],
  imports: [BrowserModule]
})
class MyNg2Module {}

document.body.innerHTML = '<ng1></ng1>';

adapter.bootstrap(document.body, ['myExample']).ready(function() {
  expect(document.body.textContent).toEqual("ng2 template: Hello world! - text");
});
```
const upgradeAdapter = new UpgradeAdapter(MyNg2Module);

upgradeAdapter.downgradeNg2Component(MyComponent);

* @param modules any AngularJS modules that the upgrade module should depend on
  * @returns an UpgradeAdapterRef, which lets you register a ready() callback to run assertions once the Angular components are ready to test through AngularJS.

UpgradeAdapter.prototype.registerForNg1Tests = function (modules) {
  var _this = this;
  var windowNgMock = window['angular'].mock;
  if (!windowNgMock || !windowNgMock.module) {
    throw new Error('Failed to find angular.mock.module.');
  }
  this.declareNg1Module(modules);

  windowNgMock.module(this.ng1Module.name);
  var upgrade = new UpgradeAdapterRef();

  upgrade.bootstrapDeferred.promise.then(function (ng1Injector) {
    upgrade.bootstrapDone(_this.moduleRef, ng1Injector);
  }, onError);

  return upgrade;
}

UpgradeAdapter.prototype.bootstrap = function (element$1, modules, config) {
  var _this = this;
  var windowAngular = window['angular'];

  windowAngular.resumeBootstrap = undefined;

  if (windowAngular.resumeBootstrap) only exists if the current bootstrap is deferred

  var AngularJS = * AngularJS, this bootstrap is asynchronous.

  * @usageNotes
  * ### Example

  ```
  const adapter = new UpgradeAdapter(MyNg2Module);
  const module = angular.module('myExample', []);
  module.directive('ng2', adapter.downgradeNg2Component(Ng2));

  module.directive('ng1', function() {
    return {
      scope: { title: '=' },
      template: 'ng1[Hello {{title}}!](<span ng-transclude></span>)'
    };
  });

  @Component({
    selector: 'ng2',
    inputs: ['name'],
    template: 'ng2[<ng1
    [title]="name">transclude</ng1>](<ng-content></ng-content>)'
  })
  class Ng2 {
  }

  @NgModule({
    declarations: [Ng2, adapter.upgradeNg1Component('ng1')]
  })
  class MyNg2Module {}

  document.body.innerHTML = '<ng2 name="World">project</ng2>';

  adapter.bootstrap(document.body, ['myExample']).then(function() {
    expect(document.body.textContent).toEqual('ng2[ng1[Hello World!](transclude)](project)');
  });
  ```

  * @usageNotes
  * #??? *angular\['bootstrap\']([https://docs.angularjs.org/api/ng/function.angular.bootstrap] method. Unlike

  * AngularJS, this method is a direct replacement (takes same arguments) for AngularJS.

  * This \[Bootstrap a hybrid AngularJS / Angular application.

  * This \[Bootstrap method is a direct replacement (takes same arguments) for AngularJS.

  Upgrades the \[AngularJS to Angular.

  UpgradeAdapter.prototype.bootstrap = function (element$1, modules, config) {
    var _this = this;
    var windowAngular = window['angular'];

    windowAngular.resumeBootstrap = undefined;

    if (windowAngular.resumeBootstrap) only exists if the current bootstrap is deferred

    var AngularJS = * AngularJS, this bootstrap is asynchronous.

    * @usageNotes
    * ### Example

    ```
    const adapter = new UpgradeAdapter(MyNg2Module);
    const module = angular.module('myExample', []);
    module.directive('ng2', adapter.downgradeNg2Component(Ng2));

    module.directive('ng1', function() {
      return {
        scope: { title: '=' },
        template: 'ng1[Hello {{title}}!](<span ng-transclude></span>)'
      };
    });

    @Component({
      selector: 'ng2',
      inputs: ['name'],
      template: 'ng2[<ng1
      [title]="name">transclude</ng1>](<ng-content></ng-content>)'
    })
    class Ng2 {
    }

    @NgModule({
      declarations: [Ng2, adapter.upgradeNg1Component('ng1')]
    })
    class MyNg2Module {}

    document.body.innerHTML = '<ng2 name="World">project</ng2>';

    adapter.bootstrap(document.body, ['myExample']).then(function() {
      expect(document.body.textContent).toEqual('ng2[ng1[Hello World!](transclude)](project)');
    });
    ```

    * @usageNotes
    * #??? *

    * Allows AngularJS service to be accessible from Angular.
### Example
```
* class Login { ... }
* class Server { ... }

* module.service('server', Server);*
* module.service('login', Login);*

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

* adapter = new UpgradeAdapter(MyNg2Module);
  adapter.upgradeNg1Provider('login', {asToken: Login});
  adapter.upgradeNg1Provider('server', Server);

* upgradeAdapter.prototype.upgradeNg1Provider = function (name, options) {
  var token = options & options.asToken || name;
  this.upgradedProviders.push(
      {
        provide: token,  *
        useFactory: function ($injector) { return $injector.get(name); },
        deps: [$INJECTOR]
      });

* upgradeAdapter.prototype.upgradeNg2Provider = function (token) {
  return downgradeInjectable(token); }

* upgradeAdapter.prototype.declareNg1Module = function (modules) {

  var _this = this;
  if (modules === void 0) { modules = []; }
  var delayApplyExps = [];
  var original$applyFn;
  var rootScopePrototype;
  var rootScope;

  var rootScopePrototype = rootScopeDelegate.prototype;
  var rootScopePrototype.$apply = function (exp) { delayApplyExps.push(exp); };

  this.ngZone = new core.NgZone({
      enableLongStackTrace: Zone.hasOwnProperty('longStackTraceZoneSpec')
    });
  this.ng2BootstrapDeferred = new Deferred();

  .factory(INJECTOR_KEY, function () { return _this.moduleRef.injector.get(core.Injector); })

  .factory(LAZY_MODULE_REF, [INJECTOR_KEY, function (injector) {
    return ({ injector: injector }); }])

  .constant(NG_ZONE_KEY, this.ngZone)
  .factory(COMPILER_KEY, function () { return _this.moduleRef.injector.get(core.Compiler); })

  .config(["
      $provide', '$injector',
      function (provide, ng1Injector) {
        provide.decorator($ROOT_SCOPE, { 'delegate': function (rootScopeDelegate) {
  // Capture the root apply so that we can delay first call to $apply until we've
  // bootstrap Angular and then we replay and restore the $apply.

          if (rootScopePrototype.$apply !== null) {

          rootScopePrototype.$apply = function (exp) {

            if (rootScopePrototype.$apply !== null) {
              rootScopePrototype.$apply = function (exp) {

              };
            }
            else {
              throw new Error('Failed to find $apply on $rootScope!');
            }

          return rootScope = 

          var originalWhenStable = stabilityDelegate.whenStable;

          if (callback) {

          var originalWhenStable = stabilityDelegate.whenStable;

          // Cannot use arrow function below because we need the context
          var newWhenStable =
```
application.

@deprecated Deprecated since v5. Use `upgrade/static` instead, which also supports

[Ahead-of-Time compilation](guide/aot-compiler).@publicApi

var UpgradeAdapterRef = /**
@class */ (function () {
    function UpgradeAdapterRef() {
        /* @internal */
        this._readyFn = null;
        this.ng1RootScope = null;
        this.ng1Injector = null;
        this.ng2ModuleRef = null;
        this.ng2Injector = null;
        this.ng1RootScope = null;
    }
    /* @internal */
    UpgradeAdapterRef.prototype._bootstrapDone = function (ngModuleRef, ng1Injector) {
        this.ng2ModuleRef = ngModuleRef;
        this.ng2Injector = ngModuleRef.injector;
        this.ng1Injector = ng1Injector;
        this.ng1RootScope = ng1Injector.get($ROOT_SCOPE);
        this._readyFn && this._readyFn(this);
    };
    /**
     * Register a callback function which is notified upon successful hybrid AngularJS / Angular
     * application has
     * been bootstrapped.
     * * The `ready` callback function is invoked inside the Angular zone, therefore it
     * does not
     * require a call to `$apply()`. @param fn
     */
    UpgradeAdapterRef.prototype.ready = function (fn) {
        this._readyFn = fn;
    };
    /**
     * Dispose of running hybrid AngularJS / Angular application.
     */
    UpgradeAdapterRef.prototype.dispose = function () {
        this.ng1Injector.get($ROOT_SCOPE).$destroy();
        this.ng2ModuleRef.destroy();
    };
    return UpgradeAdapterRef;
}());

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// This file only re-export content of the `src` folder. Keep it that way.

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

exports.UpgradeAdapter = UpgradeAdapter;

exports.UpgradeAdapterRef = UpgradeAdapterRef;

exports.VERSION = VERSION;

Object.defineProperty(exports, '__esModule', { value: true });

})

sourceMappingURL=upgrade.umd.js.map

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-srczip/bundles/upgrade.umd.min.js.map

No license file was found, but licenses were detected in source scan.
Promise<string>; 
  totalPendingRequests: number;
} export type IController = string | Injectable;

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

export type IInjectable = string | Injectable;

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 {
  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 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;
  $modelValue: any;
  $viewValue: 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;
  $invalid: boolean;
  $name: string;
}

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

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

let angular: {
  bootstrap: (e: Element, modules: (string | Injectable)[], config?: IAsglobalBootstrapConfig) => IInjectorService,
  module: (prefix: string, dependencies?: string[]) => IModule,
  element: {
    (e: string | Element | Document | IAugmentedJQuery): IAugmentedJQuery;
    cleanData: (nodes: Node[] | NodeList) => void;
  },
  injector: (modules: Array<string|Injectable>, 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
};

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 `getAngularLib` 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;
  return getAngularJSGlobal();
}

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 * INCLUDING WITHOUT LIMITATION ANY IMPLIED WARRANTIES OR CONDITIONS OF TITLE,
 * FITNESS FOR A PARTICULAR PURPOSE, MERCHANTABILITY OR NON-INFRINGEMENT.
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 */
PropertyBinding {
  // TODO(issue/24571): remove '!'.
  bracketAttr!: string;
  // TODO(issue/24571): remove '!'.
  parenAttr!: string;
  // TODO(issue/24571): remove '!'.
  onAttr!: string;
  // TODO(issue/24571): remove '!'.
  bindAttr!: string;
  // this.parseBinding();
  private parseBinding() {
    this.bracketAttr = `[${this.attr}]`;
    this.parenAttr = `(${this.attr})`;
    this.bindAttr = `bind${this.attr}`;
    this.bindonAttr = `bindon${this.attr}`;
    this.onAttr = `on${this.attr}`;
    this.bracketParenAttr = `[(${this.attr})]`;
    this.parenAttr = `(${this.attr})`;
    this.onAttr = `on${this.attr}`;
    this.bindAttr = `bind${this.attr}`;
    this.bindonAttr = `bindon${this.attr}`;
    this.bracketAttr = `[${this.attr}]`;
    this.parenAttr = `(${this.attr})`;
    this.onAttr = `on${this.attr}`;
    this.bindAttr = `bind${this.attr}`;
    this.bindonAttr = `bindon${this.attr}`;
  }

  constructor(public prop: string, public attr: string) {
    this.parseBinding();
  }
}

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 */

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

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

```
Dynamic.

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

// App using `@angular/upgrade/static` with `downgradeModule` (a.k.a. `ngUpgrade`-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';
}

/**
 * @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';
}

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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;
  // 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[] = [{
    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.create(childInjector,
        projectableNodes, this.element[0]);
    this.element.empty !$();
    this.injector.get(Testability, null) !;

    const testability = this.componentRef.injector.get(Testability, null);
    if (testability) {
      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.create(childInjector);
      const testability =
          this.componentFactory.get(Testability, null);
      if (testability) {
        this.componentRef.injector.get(TestabilityRegistry)
      }
    }

    hookupNgModel(this.ngModel, this.component);
  }

  setupInputs(manuallyAttachView: boolean, propagateDigest = true): void {
    this.component.registerOnChange =
        this.componentFactory.inputs || [];

    const attrs = this.attrs;
    const inputs = this.componentFactory.inputs || [];

    if (inputs.length) {
      // 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
      // testability hook.
    }
  }
}
```

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let expr: string | null = null; 

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);
}

this.componentScope.Swatch((exp, watchFn): any | null =>
    // Invoke `ngOnChanges()` and Change Detection when necessary
    const detectChanges = () => this.changeDetector.detectChanges();
    const prototype =
this.componentFactory.componentType.prototype; 
thisimplementsOnChanges = !(prototype &
  (<OnChanges>prototype).ngOnChanges);
this.componentScope.Swatch(() => thisInputChangeCount, 
this.wrapCallback(() => {
      // Invoke `ngOnChanges()`
      if (thisimplementsOnChanges) {
        const inputChanges = this.inputChanges;
        this.inputChanges = {};
        (<OnChanges>this.component).ngOnChanges(inputChanges);
      }

      this.viewChangeDetector.markForCheck();

      // If not opted out of propagating digests, invoke change detection on every digest
      if (propagateDigest) {
        this.componentScope.$watch(this.wrapCallback(detectChanges));
      }

      // If manuallyAttachView || !propagateDigest {
      let unwatch: Function | null = this.componentScope.$watch(() => {
        unwatch = null;
        this.componentScope.$watch(() => {
          if (attrs.hasOwnProperty(input.prop)) {
            this.subscribeToOutput(output, attrs[input.prop], true);
          }
          if (attrs.hasOwnProperty(input.onAttr)) {
            this.subscribeToOutput(output, attrs[input.onAttr], true);
          }
        });
      });
    })();
  });
}
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();
  }
});

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;
}

private on !('$destroy', () =>
  this.componentScope.$destroy();
);
import {SyncPromise, Thenable} from './promise_util';
import 
{LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName,
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 downgrading an Angular component.

 * 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()`.

 * This option is only necessary when using `downgradeModule()` to downgrade more than one Angular module.

 * - `propagateDigest?: boolean`: Whether to perform `ChangeDetectorRef#detectChanges` change detection on the component on every

 * (This option is only necessary when using `upgradeModule()` to downgrade more than one Angular module.

 * - `outputs?: string[]`:

 * - `selectors?: string[]`:

 * - `inputs?: string[]`

 * @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:
        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);
    
    const newComponent = new Component(
      // triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have
      // been compiled.
      const ngModel: INgModelController = getUpgradeAppType($injector) === UpgradeAppType.Lite;
      const
      wrapCallback: 
        typeof cb =
          isNgUpgradeLite ? cb => cb : cb => () =>
            NgZone.isInAngularZone() ? cb() : ngZone.run(cb);

      // When downgrading multiple modules, special handling is needed wrt injectors.
      
      const hasMultipleDowngradedModules =
        isNgUpgradeLite &
          (getDowngradedModuleCount($injector) > 1);
      
      return (require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
        link: (scope: IScope, element, 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 ngModel: INgModelController = required[1];
          const parentInjector: Injector =
            Injector.$injector =
              $injector;
          let moduleInjector: Injector =
            Injector.$injector =
              undefined = required[0];
          let lazyModuleRefKey = $'(LAZY_MODULE_REF)${(downgradedModule)}';
          const
attemptedAction = 'instantiating component '${getTypeName(info.component)}";'\n
validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction)\n
const lazyModuleRef = $injector.get(lazyModuleRefKey) as LazyModuleRef\n
moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>\n
// Notes:\n
// There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be\n// the same instance,\n// 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 `finalParentInjector`.\n// - If there is a parent component, and it belongs to the same `NgModule` as this downgraded component\n// (e.g. because there is only one downgraded module, we use that `parentInjector` as both `finalModuleInjector` and `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 `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are\n// treating this case as if they belong to different `NgModule`'s. That doesn't really affect\n// anything, since `parentInjector` has `moduleInjector` as ancestor \n// and trying to resolve\n// `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.\n// const finalParentInjector = parentInjector || moduleInjector !;\n// 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.\n// If there is a parent component that belongs to the same `NgModule`, use its injector.\n// const finalModuleInjector = moduleInjector || parentInjector !;\nconst doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule` this\n  // component belongs to.\n  const componentFactoryResolver: ComponentFactoryResolver =\n    moduleInjector.getComponentFactoryResolver();\n  const componentFactory: ComponentFactory<any> =\n    componentFactoryResolver.resolveComponentFactory(info.component) !;\n
  if (!componentFactory) {
    throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
  }\n
  const injectorPromise = new ParentInjectorPromise(element);\n  const facade = new DowngradeComponentAdapter(
    element, attrs, scope, ngModel, injector, $injector, $compile, $parse,
    componentFactory, wrapCallback);

  const 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    // If there is no code:SevalAsync() \n    // digest promise \n    const downgradeFn =\n      ngZone !== null ? ngZone.then(\n        (injector: Injector, mInjector: Injector) => \n        // If NgZone is not null use the passed in injector\n        doDowngrade($injector: Injector, mInjector: Injector)\n      ) : null;\n  }\n
  facade.createComponent(projectableNodes);\n  facade.setUpInputs(isNgUpgradeLite, info.propagateDigest);\n  facade.registerCleanup();\n  injectorPromise.resolve(facade.getInjector());\n
  if (ranAsync) {\n    // If this is run async, it is possible that\n    // it is not run inside a\n    // digest and initial input values will not be detected.\n    // Not using `ParentInjectorPromise.all()` (which is inherited from `SyncPromise`), because we\n    // Closure Compiler (or some related tool) complains:\n    // `TypeError: ...src$downgrade_component_ParentInjectorPromise.all is not a\n    // function`\n    SyncPromise.all([finalParentInjector, finalModuleInjector])\n  }\n}
=> downgradeFn(pInjector, mInjector));
            
            async = true;
          ];
        ];
      };
    };

    // bracket-notation because of closure - see #1444
    directiveFactory['$inject'] = [SCOMPILE, SINJECTOR, SPARSE];
    return directiveFactory;
  };

  return synPrompce;
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/*

import {IInjectorService} from 'angular1';

// 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
// the stored injector and release the reference to it.
let tempInjectorRef: IInjectorService | null = null;
export function setTempInjectorRef(injector: IInjectorService) {
  tempInjectorRef = injector;
}
export function injectorFactory() {
  if (!tempInjectorRef) {
    throw new Error('Trying to get the AngularJS injector before it being set.);
  }
  const injector:
}
`NgModuleRef`’s `Injector`.

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 component. You cannot use `upgradeModule()` 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 `upgradeModule()` and ‘UpgradeModule’ that affect the behavior of hybrid applications:

- `downgradeModule()` does not bootstrap the main AngularJS module inside the `@link NgZone Angular zone`.
- `upgradeModule()` does not automatically run `digest()` 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. On the other side, does not try to tie the two change detection systems as tightly, restricting the explicit change detection 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 notify each framework as needed. For more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance).

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.
- If you want some injectables to be shared among all downgraded modules, you can provide them as a `StaticProvider`.
- When using `bootstrapModule()` or `bootstrapModuleFactory()` to bootstrap the module, each one is considered a ‘root’ module. As a consequence, a new instance will be created for every injectable provided in the module.

If this is not your intention, you can have a shared module (that will act as the ‘root’ module) and create all downgraded modules using that module’s injector. See [Upgrading for Performance](guide/upgrade-performance).

`upgradeModule()` does not 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. On the other side, does not try to tie the two change detection systems as tightly, restricting the explicit change detection 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 notify each framework as needed. For more detailed discussion of the differences and their implications, see [Upgrading for Performance](guide/upgrade-performance).

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If this is not your intention, you can have a shared module (that will act as the ‘root’ module) and create all downgraded modules using that module’s injector. See [Upgrading for Performance](guide/upgrade-performance).
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```typescript
.import {ELEMENT_REF, INJECTOR, SIMPLE_CHANGE} from '@angular/core';

.import {DirectiveRequireProperty, IAugmentedJQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, 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 {
  private static directiveNormalize(key: string): string {
    return key.replace(REQUIRE_PREFIX_RE, '').split(' ').join('-');
  }

    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 a
    // 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;
  }

  private 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.`);
    }
  }

  constructor(oracleName: string, $element: Element, $injector: IInjectorService) {
    this.oracleName = oracleName;
    this.$element = $element;
    this.$injector = $injector;
  }

  getTemplate(name: string): string|Promise<string> {
    return this.$injector.get($TEMPLATE_CACHE).get(name);  // get template from Angular
  }

  startService() {}  // start service
}
```

```html
</html>
```

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*/

import {getElement, INJECTOR, inject} from '@angular/core';

import {DirectiveRequireProperty, IAugmentedJQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, 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 {
  private static directiveNormalize(key: string): string {
    return key.replace(REQUIRE_PREFIX_RE, '').split(' ').join('-');
  }

    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 a
    // 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;
  }

  private 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.`);
    }
  }

  constructor(oracleName: string, $element: Element, $injector: IInjectorService) {
    this.oracleName = oracleName;
    this.$element = $element;
    this.$injector = $injector;
  }

  getTemplate(name: string): string|Promise<string> {
    return this.$injector.get($TEMPLATE_CACHE).get(name);  // get template from Angular
  }

  startService() {}  // start service
}
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', controller);

    return controller;
  }

  compileTemplate(template?: string): ILinkFn {
    if (template === undefined) {
      template = UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element) as string;
    }

    return this.compileHtml(template);
  }

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

    $scope.$destroy();

    angularElement.cleanData([this.element]);
  }

  prepareTransclusion(): ILinkFn|undefined {
    const transclude = this.directive.transclude;
    const contentChildNodes = this.extractChildNodes();
    const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
      const $template = contentChildNodes;

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

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

          slotMap[directiveNormalize(selector)] = slotName;
          slots[slotName] = null;
          filledSlots[slotName] = optional;
        });

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

        Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
          return cloneAttachFn(nodes, scope);
        });
      }

      // AngularJS `$$slots` will invoke `cleanData` on an Element (this.element);
      // https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab070d86d4d688c82/src/Angular.js#L1911-
      // L1924
      angularElement.cleanData(this.element.querySelectorAll('*'));
  }

  resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
    const directiveRequire = this.getDirectiveRequire();
    const requiredControllers = this.resolveRequire(directiveRequire);

    if
(controllerInstance && this.directive.bindToController && isMap(thisDirectiveRequire))

const
requiredControllersMap = requiredControllers as {key: string; IControllerInstance};

Object.keys(requiredControllersMap).forEach(key => {
  const
  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);

          if ((name) !) {
            require[key] = match[0] + key + ':';
          }
        });

        return require;
      }

      return resolveRequire(require: DirectiveRequireProperty, controllerInstance?:
      any): SingleOrListOrMap<IControllerInstance>! {
        if (!(require) || (Array.isArray(require)) !) 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

          const
            name = require.substring(match[0].length);
          const
            isOptional = !!match[2] !;

          const
            searchParents = !!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;
        }
      }
    }
}

function getOrCall<T>(property: T | Function, ...args: any[]) {
  return
    isFunction(property) ? property(...args) : property;
}

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}'.`);
    }

import {DoCheck, ElementRef, EventEmitter, OnChanges, OnInit, SimpleChanges} from '@angular/core';
import {IAugmentedJQuery, IDirective, IDirectivePrePost, IInjectorService, ILinkFn, IScope, ITranscludeFunction} from '@angular/core';
import {UpgradeHelper} from '@angular/core';
import {InnoDBController, UpgradeHelper} from '@angular/core';
This is
* because the AOT compiler requires that this information is statically available at
* compile time.
* Note that we must do the following:
* specify the directive’s selector (\`ng1-hero\`) 
* specify all inputs and 
outputs that the AngularJS component expects
* derive from `UpgradeComponent` 
* call the base class from 
the constructor, passing
* the AngularJS name of the component (\`ng1Hero\`) 
* the `ElementRef`
* `Injector` for the component wrapper
* `public Api` 
* `export class UpgradeComponent implements OnInit, OnChanges, DoCheck, OnDestroy` 

\`
private helper: UpgradeHelper; 
private Sinjector: IInjectorService; 
private $injector: IInjectorService; 
private element: Element;
private $element: IAugmentedJQuery; 
private $componentScope: IScope; 
private directive: IDirective; 
private bindings: Bindings; 
``

// TODO(issue/24571): remove `!`. 
// private controllerInstance!: IControllerInstance; 
// TODO(issue/24571): remove `!`. 
private pendingChanges!: SimpleChanges | null; 
``

/**
 * Create a new `UpgradeComponent` instance. You should not normally need to do this.
 * Instead you should create a new class from this one and call the super constructor
 * from the base class.
 */
export class UpgradeComponent implements 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; 

  // We ask for the AngularJS scope from the Angular injector, since
  // we will put the new component scope onto the new injector for each component
  const SparentScope = injector.get($SCOPE); 
  // QUESTION 1: Should we create an isolated scope if the scope is only true?
  // QUESTION 2: Should we make the scope accessible through \`$element.scope()\`?
  this.$componentScope = SparentScope.$new(!!this.directive.scope); 

  // 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
  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(); 
  }

  // 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(); 
  }

  // Hook: $onChanges
  if (this.controllerInstance && isFunction(this.controllerInstance.$onChanges)) {
    this.controllerInstance.$onChanges(); 
  }
(!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;

  forEach(propName, idx) => {
    const oldValue = twoWayBoundLastValues[idx];
    if (!looseIdentical(newValue, oldValue)) {
      const outputName = propertyToOutputMap[propName];
      eventEmitter.emit(newValue);
      twoWayBoundLastValues[idx] = newValue;
    }
  };

  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 (typeof context == 'object') {
      Object.keys(context).forEach(propName => {
        const definition = context[propName];
        const bindingType = definition.charAt(0);

        switch (bindingType) {
          case '@':
          case '<':
            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:
            throw new Error(`Unexpected mapping '${bindingType}' in '${JSON.stringify(context)}'`);
        }
      });
    }

    return bindings;
  }

  private initializeOutputs() {
    bindings.twoWayBoundProperties.concat(bindings.expressionBoundProperties)
      .forEach(propName => {
        const outputName = bindings.propertyToOutputMap[propName];
        (this as any)[outputName] = new EventEmitter();
      });

  private forwardChanges(changes: SimpleChanges) {
    Object.keys(changes).forEach(
      propName => this.bindingDestination[propName] = changes[propName]);

    if (isFunction(this.bindingDestination.$onChanges)) {
      this.bindingDestination.$onChanges(changes);
    }
  }
}
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 `UpgradeComponent`. Creation of an AngularJS directive that wraps and exposes an Angular component so that it can be used in an AngularJS template. See `downgradeComponent`. Bootstrapping of a hybrid Angular application which contains both of the frameworks coexisting in a single application. Import `{UpgradeModule}` from `@angular/upgrade/static` and see also the `{@link UpgradeModule#examples examples}` below.

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

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`. 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`. Whenever an `upgradeDowngradeComponent` 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.

6. The `UpgradeModule` class

   - Core AngularJS services
     Importing this `NgModule` will add providers for the core AngularJS services, e.g. `UpgradeModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.

   - Bootstrap
     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 top level AngularJS module and use it 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 top level AngularJS module and use it to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade application.
recipe:

Let's say you have an AngularJS service:

```typescript
/**
 * The AngularJS 'Injector' for the upgrade application.
 */

@NgModule({
  providers: [angular1Providers]
})
export class UpgradeModule {
  /**
   * The AngularJS `$injector` for the upgrade application.
   */
  public $injector: any /*angular.IInjectorService*/;

  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, [
            $INJECTOR_KEY, (injector: Injector) => ({ injector } as LazyModuleRef)
        ]) 奇妙的
        .config([
            SPROVIDE, SJECTOR,
            ($provide: IProvideService,
                $injector: IInjectorService) => {
              if ($injector.has($$TESTABILITY)) {
                $provide.decorator($$TESTABILITY, [
                    $DELEGATE,
                    (testabilityDelegate: ITestabilityService) => {
                      const originalWhenStable: Function = testabilityDelegate.whenStable;
                      // Cannot use arrow function below because we need the
                      // context
                      const newWhenStable = function(callback: Function) { callback();
                      };
                      testabilityDelegate.whenStable = newWhenStable;
                      return testabilityDelegate;
                    }
                ]);
            }
            ...
        ]);

    // Run callback in the next VM turn - $interval calls
    // won't block stability, which preserves
    // the behavior of the AngularJS
    return wrappedInterval = ngZone.runOutsideAngular(() => {
      return intervalDelegate((...args: any[]) => {
        return intervalDelegate((...args: any[]) => {
          // Run callback in the next VM turn - $interval calls
          wrappedInterval as any]['cancel'] = intervalDelegate.cancel;
          return wrappedInterval;
        };
      };
    };

    // wire up the ng1 rootScope to run a digest cycle whenever the zone settles
    (controllerKey(INJECTOR_KEY), this.injector)
    ($injector, (injector: Injector) => {
        // Initialize the ng1 Injector provider
        setTempInjectorRef($injector);
        this.injector = $injector;
        // Put the injector on the DOM, so that it can be required
        angularElement(element).data(!controllerKey(INJECTOR_KEY), this.injector); 奇妙的
        // 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'); 奇妙的
          ...
        };
    };

    // Wrap the $interval service so that setInterval is called outside NgZone.
    // but returns the callback is still invoked within it. This is so that $interval
    // won't block stability, which preserves
    // the behavior of the AngularJS
    let wrappedInterval = ngZone.runOutsideAngular(() => {
      return intervalDelegate((...args: any[]) => {
        return intervalDelegate((...args: any[]) => {
          // Run callback in the next VM turn - $interval calls
          wrappedInterval as any]['cancel'] = intervalDelegate.cancel;
          return wrappedInterval;
        };
      };
    };

    // cause a `$digest already in progress` error if it's in the
    // same vm turn.
    setTimeout(() => {
      this.ngZone.run(() => fn(...args));
    }, delay, count, invokeApply, ...pass);
  };
}
```
const subscription = this.ngZone.onMicrotaskEmpty.subscribe(() => {
  if ($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.');
  }

  return $rootScope.$evalAsync();

  return $rootScope.$digest();
});

$rootScope.$$destroy = () => { subscription.unsubscribe(); }

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 {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.

export * from './public_api';

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/angular1Providers';
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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.js.map

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{"version":3,"file":"upgrade-static-testing.umd.js","sources":[]}
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angular.element(e) as typeof angular.element;

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

export const
    injector: typeof angular.injector = (modules: 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);

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

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';

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

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.
 * Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated as
 * needed by the AngularJS `$injector`.
 *
 * In the following code snippet, we are configuring the TestBed with two
 * imports.
 *
 * The `Ng2AppModule` is the Angular part of our hybrid application and the `ng1AppModule` is the
 * AngularJS part.
 *
 * In the following code snippet, we are configuring the TestBed with two
 * imports.
 *
 * Once this is done we can get hold of services via the Angular `Injector` as
 * normal. Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated as
 * needed by the AngularJS `Injector`. In the following code snippet, the `HeroesService` is an Angular service
 * that depends upon an AngularJS service, `titleCase`. This helper is for testing services not Components.
 * For Component testing you must still
 * bootstrap a hybrid app. See `UpgradeModule` or `downgradeModule` for more information.
 * The resulting configuration does not wire up AngularJS digests to Zone
 * hooks. It is the responsibility of the test writer to call `$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`.
 */

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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 ɵangular_packages_upgrade_static_testing_testing_b} from '../../src/common/src/constants';
export {UpgradeAppType as ɵangular_packages_upgrade_static_testing_testing_c} from '../../src/common/src/util';
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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/**
 * @license Angular v9.0.7
 */

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* License: MIT
forEach function on Error (e) {
    console.
} else {
    // tslint:disable-next-line no-console
    console.log(e, e.stack);
}

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 function isFunction (value: any): value is Function {
    return typeof
}

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>;
}

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 &amp;&amp; supportsNgModel(component)) {
    ngModelSenderId = () => {
      component.writeValue(ngModel.$viewValue); };
  }
  component.registerOnChange(ngModel, $setViewValue.bind(ngModel));
}

/**
 * Hook up 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 &amp;&amp; supportsNgModel(component)) {
    ngModel.$render = () => {
      component.writeValue(ngModel.$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`.
 */
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, 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 ww = childInjector.get(ChangeDetectorRef);
    this.componentRef = ww;
    this.componentFactory = ww;
    this/componentFactory.create(childInjector,
      projectableNodes, this.element[0]);

    this.viewChangeDetector =
      this.componentRef.injector.get(ChangeDetectorRef);
    this.changeDetector =
      this.componentRef.changeDetectorRef;

    window.component = this.componentRef.instance;
    // 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
    // testability hook.
    ww.componentRef.injector.get(ChangeDetectorRef);
this.updateInput(prop, prevValue, currValue):
          let unwatch: Function|null = this.componentScope.$watch((() => {
            return unwatch || (this.componentScope.$watchFn || (unwatch = null));
          })(input.prop));

        // Invoke `$ngOnChanges()` and Change Detection
        if (this.implementsOnChanges) {
          if (this.inputChangeCount) {
            this.changeDetector.detectChanges();
            this.changeDetector.markForCheck();
            this.componentScope.$watch(() => {
              unwatch !();
              unwatch = null;
              this.unsubscribeFromInput(input.prop);
            });
          }
        }
      }

      // Invoke `ngOnChanges()`
      if (this.implementsOnChanges) {
        const inputChanges = this.inputChanges;
        this.inputChanges = {};
        this.component.$watch(() => this.inputChangeCount,
          this.wrapCallback(() => {
            // Invoke `ngOnChanges()`
            if (this.implementsOnChanges) {
              const appRef = this.parentInjector.get<ApplicationRef>(ApplicationRef);
              appRef.attachView(this.componentRef.hostView);
            }
          }));

    // If not opted out of propagating digests, invoke change detection
    // on every digest
    if (propagateDigest) {
      this.componentScope.$watch(this.wrapCallback(detectChanges));
    }
  }

  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 `
          `${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);
        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 = -1;

  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);
    }
  }

  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;
}

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.oMatchesSelector || elProto.webkitMatchesSelector;
  }
  return el.nodeType === Node.ELEMENT_NODE ? _matches.call(el, selector) : false;
}

/**
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 * 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
 */
This helper function returns a factory function to be used for registering an AngularJS wrapper directive for `downgrading` an Angular component. It 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. If set to `false`, change detection will still be performed when any of the component's inputs changes. This parameter is no longer used. Since v4, this parameter is no longer used. Since v4, this parameter is no longer used. Since v4, this parameter is no longer used.
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\n//   `parentInjector`), we bootstrap the downgraded\n//   `NgModule` and use its injector as both\n//   `finalModuleInjector` and\n//   `finalParentInjector`.\n// - If there is a parent component (and thus a\n//   `parentInjector`) and we are sure that it\n//   belongs to the same `NgModule` as this downgraded component\n//   (e.g. because there is only\n//   one downgraded module, we use that `parentInjector` as both\n//   `finalModuleInjector` and\n//   `finalParentInjector`).\n// - If there is a parent component, but it may belong\n//   to a different `NgModule`, then we\n//   use the `parentInjector` as `finalParentInjector` and this downgraded\n//   component\n//   declaring `NgModule`'s injector as `finalModuleInjector`.\n// Note 1: If the\n//   `NgModule` is already bootstrapped, we just get its injector (we don't\n//   return\n//   a new instance).\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\n//   `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\n//   anything, since `parentInjector` has `moduleInjector` as ancestor.\n//   and trying to resolve\n//   `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.\n   const finalParentInjector = parentInjector || moduleInjector !;\n\n   // If there is a parent component that belongs to a\n   // different `NgModule`, use the module\n   // injector for module-specific dependencies.\n   // If there is a parent component that belongs to the same\n   // `NgModule`, use its injector.\n   const finalModuleInjector = moduleInjector || parentInjector !;\n\n   // There are basically three cases:\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\n   //   injector.\n   const doDowngrade = (injector: Injector, moduleInjector: Injector) => {\n     // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule`\n     \n   };

   const finalParentInjector = parentInjector || moduleInjector !;\n\n   // NOTE:\n   // Not\n   // 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\n   // function`\n   const injectorPromise = new ParentInjectorPromise(element);\n   const facade = new\n   DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, $injector, $compile, $parse,\n   componentFactory, wrapCallback);\n   facade.createComponent(projectableNodes);\n   facade.setupInputs(isNgUpgradeLite, info.propagateDigest);\n\n   injectorPromise.resolve(facade.getInjector());\n   if (ranAsync) {\n     // If this is run async, it is possible\n     that it is not run inside a\n     // digest and initial input values will not be detected.\n     scope.$evalAsync(() => {\n     });\n   }\n\n   const downgradeFn = isNgUpgradeLite ? doDowngrade : (pInjector, mInjector) => {\n     \n   };

   \n
IAugmentedJQuery) {n

  // Store the promise on the element.
  element.data !(this.injectorKey,
  this);n

  resolve(injector: Injector): void {n
    // Store the real injector on the element.
    this.element.data !(this.injectorKey, injector);n

    // Release the element to prevent memory leaks.
    this.element = null;n

    // Resolve the promise.
    super.resolve(injector);n

    /* */@license n * Copyright Google Inc. All Rights Reserved.
  }n

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  LICENSE file at https://angular.io/license n *

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

import {Injector} from '@angular/core';
import {SinINJECTOR, 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 AngularJS.

 * @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;
}

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 */

/**
 * @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');

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 */

import {IInjectorService} from '../../src/common/src/angular1';

// We have to do a little dance to get the injectable
// Then we "get" the injectable
// from the module injector, which triggers the provider to read
// the stored injector and release the reference to it.

let tempInjectorRef: IInjectorService|null = null;
export function setTempInjectorRef(injector:
  IInjectorService) {
  const injectorKey = `$${[INJECTOR_KEY]}$${downgradedModule}`;
  const InjectableName = isFunction(token) ? getTypeName(token) : String(token);
  const attemptedAction = `instantiating injectable '$injectableName'`;

  validateInjectionKey(Sininjector, downgradedModule, injectorKey, attemptedAction);

  Injector = Sinjector.get(injectorKey);

  return injector.get(token);
}

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* Entry point for all public APIs of the common package.
* From from '@angular/core';
* "@publicApi" * @export const VERSION = new Version('9.0.7');
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*/

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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;
}

export function rootScopeFactory(i: IInjectorService) {
  return i.get('$rootScope');
}

export function compileFactory(i: IInjectorService) {
  return i.get('$compile');
}

export 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: '$injector', useFactory: injectorFactory, deps: []},

  {provide: '$rootScope', useFactory: rootScopeFactory, deps: ['$injector']},
  {provide: '$compile', useFactory: compileFactory, deps: ['$injector']},
  {provide: '$parse', useFactory: parseFactory, deps: ['$injector']}
];

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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) {}

  // When Angular locate a service in the component injector tree, the not found value is set to null.
  // 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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 */

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, $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, 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.
 *
 * Part of the [upgrade/static](api?query=upgrade/static) library for hybrid upgrade apps that support AOT
 * compilation.
 *
 * It allows loading/bootstrap 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 some 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 *reference* will be used from that point onwards.
 *
 * If you pass an `NgModuleFactory`, it requires either an `NgModuleFactory` or a function:
 *
 * ```
 * @NgModuleFactory
 * function(factory: NgModuleFactory) {
 *   return factory.create();
 * }
 * ```
 *
 * If you pass a function, it is expected to return a promise resolving to an instance:

 * ```
 * @NgModuleFactory
 * function(factory: NgModuleFactory) {
 *   return factory.create().toPromise();
 * }
 * ```
 *
 * 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.
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 component. You cannot use `downgradeModule()` and `UpgradeModule` in the same hybrid application. Use one or the other.

Besides their different API, there are two important internal differences between `UpgradeModule` and `downgradeModule()` that affect the behavior of hybrid applications. 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.

### 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 Angular part of the application.
2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run `$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 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).

### Downgrading multiple modules

It is possible to downgrade multiple modules and include them in an AngularJS application. 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 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 `StaticProvider`s, when creating the `PlatformRef` (e.g. via `platformBrowser` or `platformBrowserDynamic`).

### downgradeModule

```typescript
export function downgradeModule<T>(
    moduleFactoryOrBootstrapFn: NgModuleFactory<T>|
    ((extraProviders: StaticProvider[]) =>
      Promise<NgModuleRef<T>>): string {
  const lazyModuleName = `${UPGRADE_MODULE_NAME}.lazy${++moduleUid}`;
  const lazyModuleRefKey = `${LAZY_MODULE_REF}${lazyModuleName}`;
  const lazyInjectorKey = `${INJECTOR_KEY}${lazyModuleName}`;

  let injector: Injector;

  // Create an ng1 module to bootstrap.
  angularModule(lazyModuleName, [])
      .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Lite)
      .factory(INJECTOR_KEY, lazyInjectorKey)
      .factory(moduleFactoryOrBootstrapFn
        ? moduleFactoryOrBootstrapFn
        : (extraProviders: StaticProvider[]) =>
          Promise<NgModuleRef<T>>))
      .factory(PlatformRefbootstrapFactory: NgModuleFactory<T> =>
        (extraProviders: StaticProvider[]) =>
          Promise<NgModuleRef<T>>))
      .factory(platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn));

  let injector: Injector;

  // Create an ng1 module to bootstrap.

  for (let ng1 in lazyModuleFactoryName) {
    lazyModuleName = '${LAZY_MODULE_NAME}.' + ng1;
    lazyModuleRefKey = '${LAZY_MODULE_REF}.' + ng1;
    lazyInjectorKey = '${INJECTOR_KEY}.' + ng1;

    moduleFactoryOrBootstrapFn
      .factory((moduleFactoryOrBootstrapFn
        ? moduleFactoryOrBootstrapFn
        : extraProviders =>
          Promise<NgModuleRef<T>>))
      .factory(platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn));
  }

  injector = angularModule(lazyModuleName, [])
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Lite)
    .factory(INJECTOR_KEY, lazyInjectorKey)
    .factory(lazyModuleRefKey, lazyModuleRefKey)
    .injector();

  return injector;
}
```

---

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UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element) as string

return this.compileHtml(template);

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

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

// `cleanData` will invoke the AngularJS `$destroy` DOM event

angularElement.cleanData(this.element.querySelectorAll('*'));

// 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
// content that starts with whitespace followed by an interpolation as transcluded text
// content in Angular.
// To avoid this issue, we add an
// to empty text nodes (which can only be a result of Angular removing their initial content).

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);
}
OnInit, OnChanges, DoCheck, OnDestroy {
  private helper: UpgradeHelper;
  private $injector: IInjectorService;
  private element: Element;
  private $element: IAugmentedJQuery;
  private $componentScope: IScope;
  private directive: IDirective;
  private pendingChanges: SimpleChanges | null;
  private unregisterDoCheckWatcher: Function;
  private controllerInstance: IControllerInstance;
  private bindingDestination: IBindingDestination;
  private pendingChanges: SimpleChanges | null;
  private doCheckWatcher: 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);
    this.$componentScope = this.$injector.$new(!!this.directive.scope);

    this.initializeOutputs();
  }

  ngOnInit() {
    // Collect contents, insert and compile template
    const linkFn = this.helper.prepareTransclusion();
    const linkFn = this.helper.compileTemplate();
    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
      should provide a controller.
    }

    // Set up outputs
    this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;
    this.$componentScope.$parent.$watch(() => this.controllerInstance.$postLink);

    // Linking
    const link = this.directive.link;
    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);
    }

    this.$componentScope.$parent.$watch(() => this.controllerInstance.$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;
    const twoWayBoundProperties.forEach((propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];
      // Hook: $postLink
      if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
        this.controllerInstance.$postLink();
      }
    });
  }

  ngOnDestroy() {
    // Unregister watchers
    this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(() => this.controllerInstance.$postLink);
    callDoCheck();
  }
}

/**
 * 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.
 */

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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();
  }

  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 (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);
          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() {

  this.bindings.twoWayBoundProperties.concat(this.bindings.expressionBoundProperties)
    .forEach(propName => {
      const outputName = this.bindings.propertyToOutputMap[propName];
      (this as any)[outputName] = new EventEmitter();
    });
}

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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 */

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';
import {Angular1Providers, setTempInjectorRef} from './angular1_providers';
import {NgModule, NgZone, Testability, isDevMode} from '@angular/core';

import {Angular1Module} from './angular1';
import {UpgradeComponent, downgradeComponent, downgradeUpgradeComponent} from './upgrade_component';
import {$$TESTABILITY, $$DELEGATE, $$SINKER, $$INTERVAL, $$PROVIDE, $$INJECTOR, $$KEY, $$LAZY_MODULE_REF, $$UPGRADE_APP_TYPE_KEY, $$UPGRADE_MODULE_NAME} from './upgrade_util';
injector provider that wraps and exposes an AngularJS\n* service so that it can be injected into an Angular context. See\n* \{[@link UpgradeModule#upgrading-an-angular-1-service upgrading an Angular service]\nbelow.\n* \} Creation of an AngularJS service that wraps and exposes an Angular injectable\n* so that it can be injected into an AngularJS context. See `downde\n* `ingInjectable`.\n* \} Bootstrapping of a hybrid Angular application\n* which contains both of the frameworks\n* coexisting in a single application.\n* \{[@usageNotes\n* \} \} See also the \{[@link Upgrade\nModule#examples examples]\below.\n* \} Mental Model\n* \} When reasoning about how a\n* hybrid application works it is useful to have a mental model which\n* describes what is happening and explains what is happening at the lowest level.\n* \} There are two independent frameworks running in a single\n* hybrid application, each framework treats\n* the other as a black box.\n* \} Each DOM element on the page is owned\n* exactly by one framework. Whichever framework\n* instantiated the element is the owner. Each framework only\n* updates/interacts with its own\n* DOM elements and ignores others.\n* \} AngularJS directives always execute\n* inside the Angular framework codebase regardless of\n* where they are instantiated.\n* \} Angular\n* components always execute inside the Angular framework codebase regardless of\n* where they are instantiated.\n* \} An AngularJS component can be `\"upgraded\"` to an\n* Angular component. This is achieved by\n* defining an Angular directive, which boots\n* traps the AngularJS component at its location\n* in the DOM. See `UpgradeComponent`.\n* \} An Angular component can be `\"downgraded\"` to\n* an AngularJS component. This is\n* achieved by\n* defining an AngularJS directive, which boots\n* the Angular component at its location\n* in the DOM. See `downgradeComponent`.\n* \} Whenever an `\"upgraded\"`\n* `\"downgraded\"` component is instantiated\n* the host element is owned by\n* the framework doing the instantiation. The other framework then instantiates and\n* owns\n* view for that component.\n* \} This implies that the component bindings will always follow the\n* semantics of the\n* instantiation framework.\n* \} The DOM attributes are parsed by the framework that\n* owns the current template. So\n* attributes in AngularJS templates must use kebab-case, while AngularJS\n* templates must use\n* camelCase.\n* \} However the template binding syntax will always use the Angular\n* style, e.g. square\n* brackets (`\[\]`) for property binding.\n* \} Angular is bootstrapped first; AngularJS is\n* bootstrapped second. AngularJS always owns the\n* root component of the application.\n* \} The new application is running in an Angular\n* zone, and therefore it no longer needs calls to\n* `$apply()`.\n* \} The `UpgradeModule` class\n* \} The class is an `NgModule`, which you import to provide AngularJS core\n* services,\n* and has an instance method used to bootstrap the hybrid upgrade application.\n* \} Core AngularJS\n* services\n* \} Importing this `NgModule` will add providers for the core\n* [AngularJS\n* services](https://docs.angularjs.org/api/ng/service) to the root injector.\n* \} Bootstrap\n* The runtime\n* instance of this class contains a \{[@link UpgradeModule#bootstrap bootstrap]\}\n* method, which you use to\n* bootstrap the top level AngularJS module onto an element in the\n* DOM for the hybrid upgrade app.\n* \} It also contains properties to access the\n* [AngularJS\n* injector](https://docs.angularjs.org/api/auto/service/Injector).\n* \} Import the `UpgradeModule` into your top level [AngularJS\n* module](https://docs.angularjs.org/api/ng/type/angular.Module) in the\n* `ngDoBootstrap()` method.\n* \} Finally, kick off the whole process, by\n* bootstrapping your top level Angular `NgModule`.\n* \} There is no specific API for upgrading an AngularJS service. Instead you should just follow the\n* following recipe:\n* Let's say you have an AngularJS service:\n* \} Upgrading an AngularJS service\n* \} Then you should define an Angular provider to be included in your\n* `NgModule` \`providers\`\n* \} property.\n* \} Then you can use the `\"upgraded\"` AngularJS service by injecting it into an Angular\n* component or\n* service.\n* \} Open Source Used In MSX SD-Access Service Pack 3.9.0 308
@publicApi

```typescript
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 = UpgradeAppType.Static

    // Create an ng1 module to bootstrap
    const initModule =
        angularModule

            .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)

            .value(INJECTOR_KEY, this.injector)

            .factory(
                LAZY_MODULE_REF,
                [INJECTOR_KEY, (injector: Injector) => ({ injector } as

                .run(
                    $injector, (injector: Injector) => {
                      this.$injector = $injector;

                      // Initialize the ng1 $injector provider
                      injector.get($INJECTOR).runInterval(angularElement.data

                      // Wire up the ng1 rootScope to run a digest cycle
                      when 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');

                        if ($rootScope.$$phase) {
                          if (isDevMode()) {
                            console.warn(
                                'A digest was triggered while one
                                is already in progress. This may mean that something is triggering digests outside the Angular zone.');
                          }

                          return $rootScope.$evalAsync();
                        }

                        return $rootScope.$digest();
                      }, 0);
```
AC,SAAS,EAATE;wBAC5B,SAAS;;;;;wBACT,CAAC,gBAAKc;;;;;gCAI7B,eAAe;...........4BACf,CAAC,EAAY,EA AE,KAa,EAATE,KAACE,EAATE,WAAqB,EAACIE,GAAAG,IAAW,gCACH,gOAO,IAAI,CAAC,MAAM,CAAC,iBA AiB;;;;;gCAAC;CAACCaC;OAOA,gBAAgB;;;;;CAAC,CAAC,GAAG,IAAW;;;;;wCAKrC,UAUU;;;;;wCAAC,QAAQ, IAAI,CAAC,MAAM,CAAC,GAAG;;;;;wCAAC,MAAM,EAATE,CAACE,CAAC,EAACE,EEAE, EAACE,CAAC;qCAC3D,GAAE,KAAC,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY, EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,EAAY,
Object.statePrototypeOf = function(d, b) {
    for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p];
}

Object.prototype = new (Object.create(b.prototype) || {});

Object.assign = Object.assign || function __assign(t) {
    for (var s, i = 1, n = arguments.length; i < n; i++) {
        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]];
            }
        else
            for (var i = 0, p in s) if (Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0)
                t[p] = s[p];
    }
    return t;
};

Object.getPrototypeOf = function __getPrototypeOf(o) {
    do {
        if (o instanceof Array)
            o = (o.constructor && o.constructor.prototype) || o;
        else if (o instanceof Date)
            return o; /* eslint-disable-next-line no-restricted-properties */
        else if (o == null)
            return o;
        else if (typeof o === "object")
            return o.__proto__;
    } while (o instanceof Object);
    return null;
};

Object.setPrototypeOf = function __setPrototypeOf(o, p) {
    if (o === p || p instanceof Array)
        return;
    if (o.__proto__ instanceof Array)
        o.__proto__ = p;
    else if (o instanceof Date)
        o.__proto__ = p;
    else if (typeof o === "object")
        o.__proto__ = p;
    else
        return;
};
boolean;\n\nexport interface ITestabilityService {\n  findBindings(element: Element, expression: string, opt_exactMatch?: boolean): Element[];\n  findModels(element: Element, expression: string, opt_exactMatch?: boolean): Element[];\n  getLocation(): string;\n  setLocation(url: string): void;\n  whenStable(callback: Function): void;\n}\n
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 INgModelController {
  $render(): void;
  $isEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): 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;
  $invalid: boolean;
  $name: string;
}

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

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

let angular: {
  bootstrap: (e: Element, modules: Array<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,
};

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);

/**
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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 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 = '$angularUpgradeAppType';
REQUIRE_INJECTOR = '\''+ INJECTOR_KEY+'\n\nexport const REQUIRE_NG_MODEL =
  '\''+ngModel+'\n\nexport const UPGRADE_MODULE_NAME = '\''+$upgradeModule+'\n\nCopyright Google Inc. All Rights Reserved.\n\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\nA '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 name\n* and attribute have the same identifier.\n\n```javascript
REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;
export const REQUIRE_NG_MODEL = '\''+ngModel+'\n\nexport const UPGRADE_MODULE_NAME = '\''+$upgradeModule+'\n\nexport const UPGRADE_MODULE_NAME = '\''+$upgradeModule+'\n\nexport const REQUIRE_NG_MODEL = '\''+ngModel+'\n\nexport const REQUIRE_NG_MODEL = '\''+ngModel+'\n```
export class Deferred<R> {
  promise: Promise<R>;
  // TODO(issue/24571): remove `!`.ng resolve !:
  // (value?: R | PromiseLike<R>) => void;
  // TODO(issue/24571): remove `!`.ng 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`. (a.k.a. `ngUpgrade-lite`).
  Static,

  // App
  using `@angular/upgrade/static` with `downgradeModule()`. (a.k.a. `ngUpgrade-lite`).
  Lite,

  // Other.
  Other,
}

/**
 * @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';
}

/**
 * Hook 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.$setViewValue.bind(ngModel));
    if (typeof component.registerOnTouched === 'function') {
      component.registerOnTouched(ngModel.$setTouched.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);
}

/*
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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
};

export class DowngradeComponentAdapter {
  private implementsOnChanges = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};

  constructor(element: IAugmentedJQuery, 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,

      });

    return compiledProjectableNodes;
  }

  createComponent(projectableNodes: Node[][]) {
    const
    providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];

    new Injector([/providers: providers, parent: this.parentInjector, name:
      'DowngradeComponentAdapter'],); this.componentRef =
      this.componentFactory.create(childInjector,
      projectableNodes, this.element[0]);
    this.viewChangeDetector =
      this.componentRef.injector.get(ChangeDetectorRef); this.changeDetector =
      this.componentRef.changeDetectorRef; this.component =
      this.componentFactory.instance; this / testability hook is
      commonly added during component bootstrap in
      // packages/core/src/application_ref/bootstrap();
    }
downgraded application, component creation will take place here as well as adding the
const testability = this.componentRef.injector.get(Testability, null);
if (testability) {
  this.componentRef.injectionRegistries[0].registerApplication(this.componentRef); // testability hook.
}

hookupNgModel(this.componentRef, this.location.nativeElement, testability); |

const testability = this.componentRef.injector.get(Testability, null); |

hookupNgModel(this.componentRef, this.location.nativeElement, testability); |

setupInputs( manuallyAttachView: boolean, propagateDigest: boolean); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

hookupNgModel(this.componentRef, this.location.nativeElement, testability); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

setupInputs( manuallyAttachView: boolean, propagateDigest: boolean); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

hookupNgModel(this.componentRef, this.location.nativeElement, testability); |

setupInputs( manuallyAttachView: boolean, propagateDigest: boolean); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

setupInputs( manuallyAttachView: boolean, propagateDigest: boolean); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

hookupNgModel(this.componentRef, this.location.nativeElement, testability); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

setupInputs( manuallyAttachView: boolean, propagateDigest: boolean); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}

hookupNgModel(this.componentRef, this.location.nativeElement, testability); |

setupInputs( manuallyAttachView: boolean, propagateDigest: boolean); |

const testability = this.componentRef.injector.get(Testability, null); |

if (testability) {
  this.componentRef.injector.get(TestabilityRegistry)
    .registerApplication(this.componentRef.location.nativeElement, testability);
}
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 EventEmmitter<any>;
if (emitter) {
  emitter.subscribe({
    next: isAssignment ? (v: any) => setter((this.scope, v)) : getter((this.scope, {'$event': v})),
  });
} else {
  throw new Error('Missing emitter $\{output.prop\}$ on component '
    + $(this.componentFactory.componentType) + '!');
}

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

const testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);
const destroyComponentRef = this.wrapCallback(() => this.componentRef.destroy());

const componentScope = this.component[output.prop] as any;
if (componentScope.$destroy) {
  componentScope.$destroy();
}

resetChangeTracker();

function resetChangeTracker() {
  this.changeTracker = new SimpleChangeTracker();
}

function resetComponent() {
  this.componentFactory.createComponent(this.componentType);
}

function onComponentInitialized(component: any, options: any) {
  if (options.ngContentForType) {
    this.groupProjectableNodes(component, options.ngContentForType);
  }
}

function groupProjectableNodes(component: any, ngContentForType: string) {
  const ngContentSelectors = componentFactory.ngContentSelectors;
  return groupNodesBySelector(ngContentSelectors, component); // Declaration.
}

function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]) {
  const projectableNodes: Node[] = [];
  let wildcardNgContentIndex = -1;
  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);
    }
  }
  return projectableNodes;
}

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

export 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;
}

export function isThenable<T>(obj: unknown): obj is Thenable<T> {
  return !!obj && isFunction((obj as any).then);
}

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[] = [];
    valuesOrPromises.forEach((p, idx) => {
      if (isThenable(p)) {
        p.then((v) => { results[idx] = value; if (++resolvedCount ===
          valuesOrPromises.length) aggrPromise.resolve(results); });
      } else {
        resolve((idx, p) => { results[idx] = value; if (this.resolved) {
          return void (this.value = value); this.resolved = true; // Run the queued callbacks.
        });
      }
    });
    return aggrPromise;
  }

  resolve(value: T) {
    // Do nothing, if already resolved.
    if (this.resolved) {
      return void (this.value = value); this.resolved = true; // Run the queued callbacks.
    }
    return void (this.value = value); this.resolved = true; // Run the queued callbacks.
  }

  then(callback: (value: T) => unknown): Thenable<T> {
    if (callback) {
      then((callback => callback(value))(this.value), this.callbacks.length = 0);
    } else {
      return void (this.callbacks.push(callback))(this.value); // Declaration.
    }
  }

  throw new Error('Expression $\{expr\}$ is not assignable!');
}

function isFunction(obj: any): boolean {
  return typeof obj === 'function';
}

const $ = this.$parse(expr);
const getter = this.$parse(expr);
const setter = getter.assign;
if (isAssignment && !setter) {
  throw new Error('Expression $\{expr\}$ is not assignable!');
}
const emitter = this.component[output.prop] as EventEmmitter<any>;
if (emitter) {
  emitter.subscribe({
    next: isAssignment ? (v: any) => setter((this.scope, v)) : getter((this.scope, {'$event': v})),
  });
} else {
  throw new Error('Missing emitter $\{output.prop\}$ on component '
    + $(this.componentFactory.componentType) + '!');
}

function resetChangeTracker() {
  this.changeTracker = new SimpleChangeTracker();
}

function resetComponent() {
  this.componentFactory.createComponent(this.componentType);
}

function onComponentInitialized(component: any, options: any) {
  if (options.ngContentForType) {
    this.groupProjectableNodes(component, options.ngContentForType);
  }
}

function groupProjectableNodes(component: any, ngContentForType: string) {
  const ngContentSelectors = componentFactory.ngContentSelectors;
  return groupNodesBySelector(ngContentSelectors, component); // Declaration.
}

function groupNodesBySelector(ngContentSelectors: string[], nodes: Node[]) {
  const projectableNodes: Node[] = [];
  let wildcardNgContentIndex = -1;
  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);
    }
  }
  return projectableNodes;
}

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

export function isThenable<T>(obj: unknown): obj is Thenable<T> {
  return !!obj && isFunction((obj as any).then);
}

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[] = [];
    valuesOrPromises.forEach((p, idx) => {
      if (isThenable(p)) {
        p.then((v) => { results[idx] = value; if (++resolvedCount ===
          valuesOrPromises.length) aggrPromise.resolve(results); });
      } else {
        resolve((idx, p) => { results[idx] = value; if (this.resolved) {
          return void (this.value = value); this.resolved = true; // Run the queued callbacks.
        });
      }
    });
    return aggrPromise;
  }

  resolve(value: T) {
    // Do nothing, if already resolved.
    if (this.resolved) {
      return void (this.value = value); this.resolved = true; // Run the queued callbacks.
    }
    return void (this.value = value); this.resolved = true; // Run the queued callbacks.
  }

  then(callback: (value: T) => unknown): Thenable<T> {
    if (callback) {
      then((callback => callback(value))(this.value), this.callbacks.length = 0);
    } else {
      return void (this.callbacks.push(callback))(this.value); // Declaration.
    }
  }

  throw new Error('Expression $\{expr\}$ is not assignable!');
}

function isFunction(obj: any): boolean {
  return typeof obj === 'function';
}

const $ = this.$parse(expr);
const getter = this.$parse(expr);
const setter = getter.assign;
if (isAssignment & setter) {
  throw new Error('Expression $\{expr\}$ is not assignable!');
}
const emitter = this.component[output.prop] as EventEmmitter<any>;
if (emitter) {
  emitter.subscribe({
    next: isAssignment ? (v: any) => setter((this.scope, v)) : getter((this.scope, {'$event': v})),
  });
} else {
  throw new Error('Missing emitter $\{output.prop\}$ on component '
    + $(this.componentFactory.componentType) + '!');
}

function resetChangeTracker() {
  this.changeTracker = new SimpleChangeTracker();
}

function resetComponent() {
  this.componentFactory.createComponent(this.componentType);
}

function onComponentInitialized(component: any, options: any) {
  if (options.ngContentForType) {
    this.groupProjectableNodes(component, options.ngContentForType);
  }
}
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```typescript
/**
 * @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. It allows you to have an Angular component called 'ng2Heroes' that needs to be made available in AngularJS templates.
 *
 * @usageNotes
 * ### Examples
 *
 * Let's assume that you have an Angular component called 'ng2Heroes' that needs to be made available in AngularJS templates. You can use the `downgradeComponent()` function to return a factory function that we can use to define the AngularJS directive that wraps the `downgraded` component.
 *
 * ```typescript
 * downgradeComponent({
 *   component: Type<any>,
 *   downgradedModule?: string,
 *   propagateDigest?: boolean,
 *   inputs?: string[],
 *   outputs?: string[],
 *   selectors?: string[]
 * });
 * ```
 *
 * (This option is only necessary when using `downgradeModule()` to downgrade more than one Angular module.)
 *
 * @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()`.
 *   <br />
 *   (This option is no longer needed.)
 * - `propagateDigest?: boolean`: Whether to perform `ChangeDetectorRef#detectChanges` change detection on the component on every `$digest()` cycle.
 *
 * @returns a factory function that can be used to define the AngularJS directive that wraps the `downgraded` component.
 */
export function downgradeComponent(info: {
  component: Type<any>;
  downgradedModule?: string;
  propagateDigest?: boolean;
  inputs?: string[];
  outputs?: string[];
  selectors?: string[];
}): any /* angular.IInjectable */ {  
  const directiveFactory:
      // When downgrading multiple modules, special handling is needed wrt injectors.
      // When downgrading more than one Angular module.
      // - propagateDigest?: boolean: Whether to perform `ChangeDetectorRef#detectChanges` change detection on the component on every `$digest()` cycle.
      return {
        restrict: 'E',
        terminal: true,
        require: [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 ngModel: INgModelController =
required[1];
const parentInjector: Injector|Thenable<Injector>=undefined = required[0];
let moduleInjector: Injector|Thenable<Injector>=undefined = undefined;
let ranAsync = false;
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.)
- If there is a 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 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
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 `\langle top-level\rangle` Angular component, use the module
injector.
const finalParentInjector = parentInjector || moduleInjector !;
If this is a `\langle top-level\rangle` 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` this
component belongs to.

moduleInjector.get(ComponentFactoryResolver);
const componentFactory: ComponentFactory<any> =
componentFactoryResolver.resolveComponentFactory(info.component) !;
if (componentFactory) {
throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`)
} const injectorPromise = new ParentInjectorPromise(element);
const facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, Scompile, Sparse,
componentFactory, wrapCallback);
const projectableNodes = facade.compileContents();
facade.createComponent(projectableNodes);
facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
facade.setupOutputs();
facade.registerCleanup();
injectorPromise.resolve(facade.getInjector());
if (ranAsync) {
// If this is run async, it is possible
that it is not run inside `a
// digest and initial input values will not be detected.`
scope.$evalAsync(()
}

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injector.get(token);
 };

 (factory as any)[Sinject] = [SinJECTOR];

 return factory;
 };

 (factory as any)[\$inject] = [\$INJECTOR];

 return factory;
}

/**
 * @license
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 * that can be
 * found in the LICENSE file at https://angular.io/license
 */

import {ElementRef, Injector, InjectorService, IAsyncPromise, IInjectable, ILinkFn, IScope, ITemplateCacheService, $compile, $controller, $httpBackend, $injector, $module, $rootScope, $scope, $timeout, $window} from './angular1';

import {controllerKey, directiveNormalize, isFunction} from './util';


// Constants
const

// 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($injector, name: string, elementRef: ElementRef, 
Directive?: IDirective) {
    this.$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($injector, name);
  }

  static getDirective($injector, name: string): IDirective {
    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, directive, 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');
      } else {
        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, $scope: IScope) {
    const locals = {'$scope': $scope, '$element': this.$element};
    const controller = this.$controller(controllerType, locals, null, 
Directives[0].controllerAs);

    return controller.$compile(template: template, templateType: $scope);
  }

  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)
  // https://github.com/jquery/jquery/blob/eb743cb28553267f955f71ea72483777915613fd9/src/manipulation.js#L223


// https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-L312
// 'cleanData' will invoke the AngularJS `$destroy` DOM event
// https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/Angular.js#L1911-L1924
angularElement.cleanData((this.element));

angularElement.cleanData(angular.element(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
    // `Stemplate` is empty. Since the transcluded content comes from Angular,
    // there will be no transclusion scope here.
    // Provide a dummy `scope.$destroy()` method
to prevent `cloneAttachFn` from throwing.
    scope = scope || { $destroy: () => undefined };
    return cloneAttachFn !(Stemplate, scope);
  };
  let Stemplate = contentChildNodes;
  if (transclude) {
    Stemplate = Object.create(null);
    if (typeof transclude === 'object') {
      Stemplate = Object.create(null);
    } else {
      Stemplate = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
        return cloneAttach !(contentChildNodes, scope);
      };
    }
  }
  return attachChildrenFn;
}

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];
    });
  }

  resolveAndBindRequiredControllers(Stemplate, controllerInstance: IControllerInstance|null) {
    const directiveRequire = this.getDirectiveRequire();
    const requiredControllers = this.resolveRequire(directiveRequire);
    if (requiredControllersMap) {
      const controllerMap = requiredControllersMap as {
        [key: string]: IControllerInstance;
      };
      Object.keys(controllerMap).forEach(key => {
        controllerInstance[key] = controllerMap[key];
      });
    }
    return resolveAndBindRequiredControllers(Stemplate, controllerInstance);
  }

  return requiredControllers;
}

const ev = document.getElementById('event');
const el = document.getElementById('element');
const m = document.getElementById('modifier');
const s = document.getElementById('script');
const c = document.getElementById('comment');
const n = document.getElementById('number');
const r = document.getElementById('regex');
const t = document.getElementById('text');
const l = document.getElementById('link');
const k = document.getElementById('keyword');
const d = document.getElementById('data');
const p = document.getElementById('property');
const v = document.getElementById('value');
const f = document.getElementById('function');
const a = document.getElementById('attribute');
const h = document.getElementById('html');
const i = document.getElementById('import');
const o = document.getElementById('output');
const g = document.getElementById('generated');
const u = document.getElementById('undefined');
const e = document.getElementById('error');
const x = document.getElementById('exception');
const w = document.getElementById('warning');
const y = document.getElementById('warning');
const z = document.getElementById('warning');

resolveAndBindRequiredControllers(Stemplate, controllerInstance: IControllerInstance|null) {
  const directiveRequire = this.getDirectiveRequire();
  const requiredControllers = this.resolveRequire(directiveRequire);
  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    const controllerMap = requiredControllersMap as {
      [key: string]: IControllerInstance;
    };
    Object.keys(controllerMap).forEach(key => {
      controllerInstance[key] = controllerMap[key];
    });
  }
  return resolveAndBindRequiredControllers(Stemplate, controllerInstance);
}

// NOTE: Transcluded text content that starts with whitespace followed by an
// interpolation will still be detected by AngularJS
// v1.6+ if the initial content is empty.
node.nodeType === Node.TEXT_NODE && node.nodeValue

resolveAndBindRequiredControllers(Stemplate, controllerInstance: IControllerInstance|null) {
  const directiveRequire = this.getDirectiveRequire();
  const requiredControllers = this.resolveRequire(directiveRequire);
  if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
    const controllerMap = requiredControllersMap as {
      [key: string]: IControllerInstance;
    };
    Object.keys(controllerMap).forEach(key => {
      controllerInstance[key] = controllerMap[key];
    });
  }
  return resolveAndBindRequiredControllers(Stemplate, controllerInstance);
}

// To avoid this issue, we add
// to empty
text nodes (which can only be a result of Angular removing their initial content).

// necessary for the first interpolation and updates it later, after
// evaluating the expressions. This would result in AngularJS failing to recognize the
// contents of a
// node that starts with an interpolation as transcluded content and use the fallback
// content instead.

value.substring(match[0].length);`n`n    if (!(name) { `n`n        return require;`n`n    }) else if (Array.isArray(require)) { `n`n        return require.map(req => this.resolveRequire(req));`n`n    } else if (typeof require === 'object') { `n`n        const value: {[key: string]: IControllerInstance} = {};`n`n        Object.keys(require).forEach(key => { `n`n            const value[key] = this.resolveRequire(require[key]);`n`n            return value;`n`n        }) else if (typeof require === 'string') { `n`n            const match = require.match(REQUIRE_PREFIX_RE);`n`n            const inheritType = match[1] || match[3];`n`n            const name = require.substring(match[0].length);`n`n            const isOptional = !!match[2];`n`n            const searchParents = !inheritType;`n`n            const startOnParent = inheritType === '^>';`n`n            const ctrlKey = controllerKey(name);`n`n            const elem = startOnParent ? this.$element.parent() : this.$element;`n`n            const value = searchParents ? elem.inheritedData !(ctrlKey) : elem.data !(ctrlKey);`n`n            if (!value && !isOptional) {`n`n                throw new Error(`nUnable to find required ${'$'}require'${' סרט'} upgraded directive ${'$'}[this.name]'${' סרט'});`n            } else { `n`n                return null;`n`n            } else if (typeof require === 'function' && 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 {
      return value && !Array.isArray(value) && typeof value === 'object';
    }

    function notSupported(name: string, feature: string) {
      throw new Error(`Upgraded directive '${name}' contains unsupported feature: '${feature}'.`);
    }
`
= "\${outputName}: \${attrName}";

const outputNameRenameChange = "\${outputNameRename}Change";

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;
    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.`);
}
});

/**
 * Upgrade ng1 components into Angular.
 */
static resolve(exportedComponents: {[name: string]: UpgradeNg1ComponentAdapterBuilder}, $injector: IInjectorService): Promise<string[]> {
  const promises = Object.keys(exportedComponents).map(name => {
    const exportedComponent = exportedComponents[name];
    exportedComponent.directive = UpgradeHelper.getDirective($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.controller;

    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[inputs[i]] = null;
    }
    for (let j = 0; j < outputs.length; j++) {
      const emitter = this[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.checkLastValues.push(INITIAL_VALUE);
    const attachChildNodes: ILinkFn | undefined = this.helper.prepareTransclusion();
    const linkFn = this.helper.compileTemplate(this.template);

    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: SonInit
    if (this.controllerInstance && &isFunction(this.controllerInstance.SonInit)) {
      this.controllerInstance.SonInit();
    }

    // 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.componentScope, this.Selemnt, attres, requiredControllers, transcludeFn);
    }

    linkFn(this.componentScope, null !, {parentBoundTranscludeFn: attachChildNodes});

    if (postLink) {
      postLink(this.componentScope, this.componentScope, this.Selemnt, attres, requiredControllers, transcludeFn);
    }
    // Hook: SposLink
    if (this.controllerInstance && &isFunction(this.controllerInstance.SposLink)) {
      this.controllerInstance.SposLink();
    }
    // Hook: ngOnChanges
    if (changes) {
      const ng1Changes: any[] = [];
      Object.keys(changes).forEach(name => {
        const change: SimpleChange = changes[name];
        //...
this.setComponentProperty(name, change.currentValue);
    ng1Changes[this.propertyMap[name]] = change;
  };

  if (isFunction(this.destinationObj.$onChanges)) {
    this.destinationObj.$onChanges(ng1Changes);
  }

  if (isFunction(this.controllerInstance &
    & isFunction(this.controllerInstance.$doCheck)) {
    this.controllerInstance.$doCheck();
  }

  ngDoCheck() {
    const destinationObj = this.destinationObj;
    const lastValues = this.checkLastValues;
    const checkProperties = this.checkProperties;
    const propOuts = this.propOuts;

    checkProperties.forEach((propName, i) => {
      const value = destinationObj[propName];
      const last = lastValues[i];
      if (!strictEquals(last, value)) {
        const eventEmitter: EventEmitter<any> = (this as any)[propOuts[i]].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;
  }
}

/**
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 *
 * import {Compiler, CompilerOptions, Injector, NgModule, NgModuleRef, Nzong, StaticProvider, Testability,
 * Type } from '@angular/core';
 * import { NgModule, NgModuleRef, NgZone, StaticProvider, Testability, Type, isDevMode, resolveForwardRef
 * } from '@angular/core';
 * 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 { downgradeComponent } from '../../common/src/downgrade_component';
 * import { downgradeInjectable } from '../../common/src/downgrade_injectable';
 * import { Deferred, LazyModuleRef, UpgradeAppType, controllerKey, onError } from '../../common/src/util';
 * import {UpgradeNg1ComponentAdapterBuilder} from './upgrade_ng1_adapter';
 *
 * let upgradeCount: number = 0;
 *
 * /**
 * @usageNotes
 * ### Mental Model
 *
 * 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. The 'UpgradeAdapter' allows the creation of Angular component from AngularJS component
directive. (See [UpgradeAdapter#upgradeNg1Component()])

 * 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.

 * ### Example
 *
 * ```
 * const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);
 * const module = angular.module('myExample', []);
 * module.directive('ng2Comp', function() {
 *   return {
 *     restrict: 'E',
 *     template: '<ng1-Hello {{title}}/></ng1-Hello>',
 *     controller: MyNg1Controller,
 *     controllerAs: 'c',
 *     scope: {
 *       title: '@',
 *       myNg1Object: '='
 *     },
 *     compile: angular.element(compileExample(
 *       [controllerKey, 'myNg1Controller'],
 *       [module, 'upgradeNg1_adapter']
 *     ))
 *   }
 * }
 * ```
 * */

 // This is a workaround for AngularJS not being aware of composite element.
 // We add a simple check to the parent directive.

 // This is a workaround for AngularJS not being aware of composite element.
 // We add a simple check to the parent directive.
```typescript
@Component({
  selector: 'ng2-comp',
  inputs: ['name'],
  template: '
    <ng2-hello [
      title]="name">
      transclude</ng2-hello>
    </ng2-content>
  }
})

class Ng2Component {
  *
  @NgModule({
    declarations: [Ng2Component,
      adapter.upgradeNg1Component('ng1Hello')]
  })
  *
  @Component({
    selector: 'ng2-comp',
    template: '
      <ng1-hello [
        title]="name">
        transclude</ng1-hello>
      </ng2-comp>',
    */
    adapter.bootstrap(document.body, ['myExample']).ready(function() {
      *
      expect(document.body.textContent).toEqual(
        'ng2-[ng1-[Hello World!]((transclude)((project)))]',
      );
    });
}
```

### Example

```typescript
const adapter = new UpgradeAdapter(forwardRef(() =>
  MyNg2Module));
const module = angular.module('myExample', []);
module.directive('greet', adapter.downgradeNg2Component(Greeter));

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

### Supported Features

- Bindings
  - Attribute: `<comp name="World">`
  - Interpolation: `<comp greeting="Hello {{name}}!">`
  - Expression: `<comp [name]="username">`
  - Event: `<comp (close)="doSomething()">`
- ng-model: `<comp ng-model="name">`
- Content projection: yes

### Mental Model

1. The component is instantiated by being listed in AngularJS template.
2. The component’s view is controlled by AngularJS, but the component’s view will be rendered by Angular.

### Example

```typescript
document.body.innerHTML = 'ng1 template: <greet salutation="Hello" [name]="world">text</greet>';
```

### Example

```typescript
const adapter = new UpgradeAdapter(forwardRef(() =>
  MyNg2Module));
const module = angular.module('myExample', []);
module.directive('greet',
  adapter.downgradeNg2Component(Greeter));
```

### Supported Features

- Bindings
  - Attribute: `<comp name="World">`
  - Interpolation: `<comp greeting="Hello {{name}}!">`

### Events

- `close()`: `doSomething()`
Transclusion: yes

- only some of the features of

- `Directive Definition Object` are not supported during compilation.

- `controller`: supported. (NOTE: injection of `$attrs` and `$transclude` is not supported because the host element is owned by Angular, which does not allow modifying DOM structure during compilation.)

- `controllerAs`: supported.

- `bindToController`: supported.

- `link`: supported.

( NOTE: only pre-link function is supported.)

- `name`: supported.

- `priority`: ignored.

- `require`: supported.

- `restrict`: must be set to `E`.

- `scope`: supported.

- `template`: supported.

- `templateUrl`: supported.

- `terminal`: ignored.

- `transclude`: supported.

### Example

```javascript
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);

module.directive('greet', function() {
  return {
    scope: {salutation: '=', name: '=' },
    template: '{{salutation}} {{name}}! - <span ng-transclude></span>'
  };
});

module.directive('ng2', adapter.downgradeNg2Component(Ng2Component));

@Component({
  selector: 'ng2',
  templateUrl: 'ng2 template: <greet salutation="Hello" [name]="world">text</greet>
}) 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");
});
```
* inputs: [name],
  * template: ng2[<ng1 [title]="\"name\"">transclude</ng1>](\<ng-content\>\<ng-content\>)
  *
  * class Ng2
  *
  * @NgModule({
  *   declarations: [Ng2,
  *     adapter.upgradeNg1Component('ng1')],
  *   imports: [BrowserModule]
  * })
  *
  * document.body.innerHTML = '<ng2 name="World">project</ng2>'
  *
  * adapter.bootstrap(document.body, '[myExample]').ready(function() {
  *   expect(document.body.textContent).toEqual('ng2[ng1[Hello World!](transclude)](project)');
  * })
  *
  * class Ng2 {
  * }
  *
  * @NgModule({
  *   declarations: [Ng2,
  *     adapter.upgradeNg1Component('ng1')],
  *   imports: [BrowserModule]
  * })
  *
  * document.body.innerHTML = '<ng2 name="World">project</ng2>'
  *
  * adapter.bootstrap(document.body, '[myExample]').ready(function() {
  *   expect(document.body.textContent).toEqual('ng2[ng1[Hello World!](transclude)](project)');
  * })

  */
  bootstrap(element: Element, modules?: any[], config?: IAngularBootstrapConfig): UpgradeAdapterRef {
    this.declareNg1Module(modules);

    const upgrade = new UpgradeAdapterRef();

    // Make sure resumeBootstrap() only exists if the current bootstrap is deferred
    const windowAngular = (window as any /** TODO #???? */)[\'angular\'];
    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() {
            originalResumeBootstrap.apply(this, arguments);
            resolve();
          };
        } else {
          resolve();
        }
      });
      Promise.all([this.ng2BootstrapDeferred.promise, ng1BootstrapPromise]).then(([ng1Injector]) => {
        angularElement(element).data(INJECTOR_KEY, this.moduleRef!.injector);
        this.moduleRef!.injector.get<NgZone>(NgZone).run(() => {<any>upgrade)._bootstrapDone(this.moduleRef, ng1Injector);
      }, onError);
    });

    return upgrade;
  }

  ```
  declareNg1Module(modules: string[]): IModule {
    const delayApplyExps: Function[] = [];
    let original$applyFn: Function;
    let rootScopePrototype: any;
    let rootScope: IRootScopeService;
    const upgradeAdapter = this;
    const ng1Module = this.ng1Module = angularModule(this.idPrefix, modules);
    const platformRef = platformBrowserDynamic();

    this.ngZone = new NgZone({enableLongStackTrace: Zone.hasOwnProperty('longStackTraceZoneSpec')});
    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) => ({ injector } as LazyModuleRef))
  ```
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* java.sun.security.ssl

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

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1.23 websocket-api 9.4.26.v20200117
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Eclipse

The following artifacts are EPL.
* 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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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

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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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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

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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

-----
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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1.28 json-smart 2.3

1.29 jackson-module-parameter-names 2.10.2
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1.30 zstd-jni 1.4.0 1

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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/ClassVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/MethodWriter.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/utils/RemappingSignatureAdapter.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/InsnNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/ClassReader.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/Frame.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/SimpleRemapper.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/Shrinker.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/Label.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/Handler.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/ASMifier.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/FrameNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
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*
/**
 * Creates a new {AnalyzerAdapter}. <i>Subclasses must not use this constructor</i>. Instead, they must use the {AnalyzerAdapter(int, String, int, String, String, MethodVisitor)} version.
 *
 * @param owner the owner's class name.
 * @param access the method's access flags (see {Opcodes}).
 * @param name the method's name.
 * @param desc the method's descriptor (see {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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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources.jar/org/objectweb/asm/commons/AnalyzerAdapter.java
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 */
/**
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See {@link TypeReference}.
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * null 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 {@link 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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Constructs a new [ClassNode](#ClassNode). Instead, they must use the [ClassNode(int)](ClassNode(int)) version.

Constructs a new [ClassNode](#ClassNode). Subclasses must not use this constructor. Instead, they must use the [ClassNode(int)](ClassNode(int)) version.

If a subclass calls this constructor.

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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[]) version.
 *
 * @param mv          the <code>MethodVisitor</code> to send the resulting inlined
 *                    method code to (use <code>null</code> for none).
 * @param access      the method's access flags (see @link Opcodes). This
 *                    parameter also indicates if the method is synthetic and/or
 *                    deprecated.
 * @param name        the method's name.
 * @param desc        the method's descriptor (see @link Type).
 * @param signature   the method's signature. May be <tt>null</tt>.
 * @param exceptions  the internal names of the method's exception classes (see
 *                    @link Type#getInternalName() getInternalName()). May be
 *                    <tt>null</tt>.
 * @throws IllegalStateException If a subclass calls this constructor.
 */
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/**
 * Creates a new [GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. 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 [@link Type Type]).
* @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/commons/package.html
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/analysis/package.html

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  jar/brave/jms/TracingConsumer.java
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  jar/brave/jms/TracingServerSession.java
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  jar/brave/jms/TracingJMSProducer.java
* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
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* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
  jar/brave/jms/TracingJMSContext.java
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* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
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* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
  jar/brave/jms/TracingXASession.java
* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
  jar/brave/jms/TracingExceptionListener.java
* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
  jar/brave/jms/MessageProducerRequest.java
* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
  jar/brave/jms/JMS2_0.java
* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
  jar/brave/jms/TracingXAConnectionFactory.java
* /opt/ws_local/PERMITS_SQL/1019857605_1594205566.58/0/brave-instrumentation-jms-5-9-0-sources-
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The following artifacts are ASL2 licensed.

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

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

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

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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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1.50 buffer 4.9.2

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1.51 spring-context 5.2.3

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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

------
Oracle OpenJDK

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

* java.sun.security.ssl

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

------
OW2

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

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

------
Apache

The following artifacts are ASL2 licensed.

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

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

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

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

Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.53 angular-core 9.0.7
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1.54 jackson-annotations 2.10.2

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## Constant-time SSSE3 AES core implementation.
## version 0.1

## By Mike Hamburg (Stanford University), 2009
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## For details see https://shiftleft.org/papers/vector_aes/ and
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# Ion.Range Slider 2.0.13

> English description | <a href="readme.ru.md">  </a>

Easy, flexible and responsive range slider
* <a href="http://ionden.com/a/plugins/ion.rangeSlider/en.html">Project page and demos</a>
* <a href="http://ionden.com/a/plugins/ion.rangeSlider/ion.rangeSlider-2.0.13.zip">Download ion.rangeSlider-2.0.13.zip</a>

***

## 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.).
* 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<sup>b</sup>+)</sup>
* Ability to prettify large numbers (eg. 10000000 -> 10 000 000 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

* [Basic demo](http://ionden.com/a/plugins/ion.rangeSlider/demo.html)
* [Advanced demo](http://ionden.com/a/plugins/ion.rangeSlider/demo_advanced.html)
* [Interactions demo](http://ionden.com/a/plugins/ion.rangeSlider/demo_interactions.html)

## GitHub

* [GitHub page](https://github.com/IonDen/ion.rangeSlider)

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

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1.62 isarray 1.0.0

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1.63 spring-data-keyvalue 2.2.4

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

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

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

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

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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/1028331609_1591433242.09/0/spring-cloud-function-core-3-0-0-release-sources-jar/org/springframework/cloud/function/core/FluxedConsumer.java
*/opt/ws_local/PERMITS_SQL/1028331609_1591433242.09/0/spring-cloud-function-core-3-0-0-release-sources-jar/org/springframework/cloud/function/core/MonoSupplier.java
*/opt/ws_local/PERMITS_SQL/1028331609_1591433242.09/0/spring-cloud-function-core-3-0-0-release-sources-jar/org/springframework/cloud/function/core/FluxedFunction.java
*/opt/ws_local/PERMITS_SQL/1028331609_1591433242.09/0/spring-cloud-function-core-3-0-0-release-sources-jar/org/springframework/cloud/function/core/WrappedFunction.java

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1.74 spring-boot-configuration-processor

2.2.4

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* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/MetadataGenerationEnvironment.java
* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/fieldvalues/FieldValuesParser.java
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* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/MetadataCollector.java

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1.81 ribbon-transport 2.3.0

1.82 commons-digester 1.8.1

1.83 parseuri 0.0.5
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1.84 byte-buddy-dep 1.8.22
1.85 slf4j-log4j 1.7.29
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1.89 perl 5.28.1 6
1.89.1 Available under license :
    #!/perl

    =head1 NAME
DESCRIPTION

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.

=cut

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) = $copyright_msg =~ /\b\d{4,}/s
        or die "Year not found in README copyright message '$copyright_msg'";

    $year;
}

sub v_year
# returns the latest copyright year shown in perl -v
{
    my $output = runperl switches => ['-v'];
    my ($year) = $output =~ /copyright 1987.\b\d{4,}/i
        or die "Copyright statement not found in perl -v output '$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 Module-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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1.102 parseqs 0.0.5

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1.103 lodash 4.17.12
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1.104 spring-context-support 5.2.3

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jar/org/springframework/mail/javamail/MimeMessagePreparator.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
jar/org/springframework/mail/MailPreparationException.java

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jar/org/springframework/cache/caffeine/CaffeineCacheManager.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
ar/jar/org/springframework/mail/MailException.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
ar/jar/org/springframework/cache/transaction/TransactionAwareCacheManagerProxy.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
ar/jar/org/springframework/mail/javamail/MimeMailMessage.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
ar/jar/org/springframework/scheduling/quartz/SchedulerAccessorBean.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
ar/jar/org/springframework/ui/freemarker/FreeMarkerConfigurationFactoryBean.java
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ar/jar/org/springframework/cache/ehcache/EhCacheCache.java
* /opt/ws_local/PERMITS_SQL/1026753736_1590037547.45/0/spring-context-support-5-2-3-release-sources-
ar/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-
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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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.113 systemd 241-7~deb10u4

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The current maintainer for this package is Laszlo Boszormenyi (GCS) <gcs@debian.org>.

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

------

Oracle OpenJDK

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

------

Apache
The following artifacts are ASL2 licensed.

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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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1f+U7L,`STs,VIow*Mk0p_5S#n.a**h"\v\NK:qvO<jRT2'eC@Br-KuY.czg~\&VwiJ6W]Z>0E;zjs~OG_
1.128 good-listener 1.2.2

1.129 gson 2.8.6

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Eclipse

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

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

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

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Oracle

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

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

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

* java.sun.security.ssl

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

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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

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.134 keyutils 1.6-6
1.134.1 Available under license :

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# DOM Level 3 Core Specification v1.0

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

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

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Oracle

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

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

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

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

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OW2

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

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Apache

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

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MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/SnappyOutputStream.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/package-info.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/BitShuffle.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/SnappyNative.java
* /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
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/SnappyCodec.java
* /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-
  jar/org/xerial/snappy/SnappyInputStream.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/Snappy.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/SnappyBundleActivator.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/BitShuffleNative.java
* /opt/ws_local/PERMITS_SQL/1018361853_1591902693.78/0/snappy-java-1-1-7-1-sources-
  jar/org/xerial/snappy/SnappyError.java
1.178 classmate 1.5.1

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel

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5.9.0

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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/Retry.java
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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/IterationContext.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/RetryExhaustedException.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/RetryContext.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/BackoffDelay.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/RepeatContext.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MathFlux.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/Retry.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/DefaultRetry.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/Jitter.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/DefaultRepeat.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/Repeat.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/Backoff.java

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* /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/math/MathSubscriber.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Function3.java
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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/scheduler/forkjoin/ForkJoinPoolScheduler.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Function4.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Function5.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Function8.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/math/MonoSumInt.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/cache/CacheMono.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumDouble.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Consumer3.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoMinMax.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Consumer8.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageFloat.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Predicate8.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-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/reactor/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
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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/extra/processor/WaitStrategy.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/extra/processor/TopicProcessor.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageBigDecimal.java
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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumBigInteger.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageBigInteger.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageBigInteger.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumBigInteger.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageBigInteger.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumBigInteger.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageBigInteger.java
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Theodore Ts'o
23-June-2007

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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>.

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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.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_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): $(OBJS)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJ))
$(MV) pic/$(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) $(DESTDIR)$(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 @@
 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>,
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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>.

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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

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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:jettyschemas

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Assorted
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1.188 swagger 1.5.20

1.189 spring-cloud-starter-consul 2.2.0

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1.191 angular-sanitize 1.7.9

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1.192 dpkg 1.19.7
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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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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

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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
The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.205 jersey-client 1.19.1

1.206 debug 2.6.9
1.206.1 Available under license:
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1.207 javax-annotation-api 1.3.2
1.208 istack-commons 3.0.7

1.209 gettext 5.1.19-1.el7

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@end enumerate

@ifex
@end iftex
@ifinfo
@end ifinfo

@page
@heading Appendix: How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest
possible use to the public, the best way to achieve this is to make it
free software which everyone can redistribute and change under these terms.

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.

@smallexample
@var{one line to give the program's name and a brief idea of what it does.}
Copyright (C) @var{yyyy}  @var{name of author}

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If the program is interactive, make it output a short notice like this
when it starts in an interactive mode:

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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.
@end smallexample

The hypothetical commands @samp{show w} and @samp{show c} should show
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commands you use may be called something other than @samp{show w} and
@samp{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
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necessary.  Here is a sample; alter the names:

@example
Yoyodyne, Inc., hereby disclaims all copyright interest in the program
`Gnomovision' (which makes passes at compilers) written by James Hacker.

@var{signature of Ty Coon}, 1 April 1989
Ty Coon, President of Vice
@end example

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@c The GNU Lesser General Public License.
@center Version 2.1, February 1999

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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of
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1.227 selinux 2.8-1+b1

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single nxt200x frontend driver.

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           || strcmp(license, "GPL v2") == 0
           || strcmp(license, "GPL and additional rights") == 0
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Alan Cox <alan@lxorguk.ukuu.org.uk>
Video4Linux interface and 2.1.x kernel adaptation

Chris Kleitsch
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Gerd Knorr <kraxel@cs.tu-berlin.de>
Radio card (ITT sound processor)

bigfoot <bigfoot@net-way.net>
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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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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1.231 angular-ui-sortable 0.17.2

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1.234 consul-api 1.4.1

1.235 javax-websocket-client-impl

9.4.26.v20200117

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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

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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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1.237 angular-platform-browser-dynamic

9.0.7

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1.238 jackson-databind 2.10.2

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# Jackson JSON processor

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

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* 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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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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1.250 spring-integration-jmx 5.2.3

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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
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/OperationInvokingChannelAdapterParser.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/MBeanExporterHelper.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/DefaultNotificationMapper.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/JmxNamespaceHandler.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/AttributePollingChannelAdapterParser.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
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/OperationInvokingChannelAdapterParser.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/NotificationMapper.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/MBeanExporter.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

1.251 rx-netty-servo 0.4.9

1.252 socket.io-client 2.2.0
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1.253 @babel/runtime 7.5.0

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jar/META-INF/maven/org.springframework.cloud/spring-cloud-starter-openfeign/pom.xml

1.255 rxjava 1.3.8
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources.jar/rx/internal/operators/SingleFromObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources.jar/rx/internal/util/ObserverSubscriber.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources.jar/rx/internal/operators/SingleFromCallable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources.jar/rx/plugins/RxJavaSingleExecutionHook.java
jar/rx/internal/operators/OnSubscribeLift.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/annotations/package-info.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/plugins/RxJavaCompletableExecutionHook.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/SingleOnErrorReturn.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/SingleTakeUntilCompletable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/exceptions/package-info.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeFlattenIterable.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/SingleTakeUntilObservable.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/exceptions/AssemblyStackTraceException.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/singles/BlockingSingle.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/observables/AsyncOnSubscribe.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/SingleDoAfterTerminate.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/util/BlockingUtils.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/util/unsafe/ConcurrentCircularArrayQueue.java

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/schedulers/GenericScheduledExecutorService.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/functions/ActionN.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/exceptions/OnErrorNotImplementedException.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
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This package "rx.internal.operators" is for internal implementation details and can change at any time.

It is excluded from the public Javadocs (http://netflix.github.io/RxJava/javadoc/) and should not be relied upon by any code.

In short, changes to public signatures of these classes will not be accounted for in the versioning of RxJava.

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/README.md

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/CompletableSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/CompletableFromEmitter.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/SingleEmitter.java
jar/rx/internal/operators/OnSubscribeToMultimap.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriberSafe.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeFromCallable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/schedulers/SchedulerLifecycle.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribePublishMulticast.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeReduceSeed.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeTakeLastOne.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeCollect.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeusing.java

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeTimerOnce.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeDelaySubscription.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorPublish.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorRetryWithPredicate.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorWindowWithObservable.java
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jar/rx/internal/operators/OperatorDistinct.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorWindowWithStartEndObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/SingleOnSubscribeDelaySubscriptionOther.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/util/PlatformDependent.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorDoAfterTerminate.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorWithLatestFrom.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorWindowWithSize.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorSampleWithObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorOnBackpressureLatest.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorEagerConcatMap.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorWindowWithObservableFactory.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorSampleWithTime.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorWindowWithTime.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/functions/Actions.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OperatorSkipUntil.java

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
  jar/rx/internal/producers/QueuedProducer.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
  jar/rx/internal/producers/SingleProducer.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
  jar/rx/internal/operators/BackpressureUtils.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
  jar/rx/internal/producers/ProducerArbiter.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
  jar/rx/internal/producers/SingleDelayedProducer.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
  jar/rx/internal/producers/QueuedValueProducer.java
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  jar/rx/internal/producers/ProducerObserverArbiter.java
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core/src/main/java/org/jctools/queues/atomic/BaseLinkedQueue.java
*/

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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.

The license for the JCTools code is https://github.com/JCTools/JCTools/blob/master/LICENSE

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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.

See[@link RxJavaPlugins] or the RxJava GitHub Wiki for information on configuring plugins:

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1.261 create-ecdh 4.0.3

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1.265 component-emitter 1.3.0

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1.266 jul-to-slf4j 1.7.30

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1.267 bzip2 1.0.6 9.2~deb10u1

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bzip2/libbzip2 version 1.0.8 of 13 July 2019

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 * $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: Token.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/saxpath/base/Token.java
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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/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 $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: JaxenException.java 1161 2006-06-03 20:36:00Z elharo $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: ContextSupport.java 1157 2006-06-03 20:07:37Z elharo $

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$Id: TextNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
*/

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$Id: DefaultArithExpr.java 1128 2006-02-05 21:49:04Z elharo $

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* $Id: IterableAncestorOrSelfAxis.java 1162 2006-06-03 20:52:26Z elharo $
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* $Id: DocumentNavigator.java 1198 2006-09-21 11:48:05Z elharo $
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* $Id: LinkedHashMap.java 1255 2006-11-09 18:20:12Z elharo $
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* $Date: 2006-06-03 13:25:34 -0700 (Sat, 03 Jun 2006) $
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*$Id: SimpleVariableContext.java 1159 2006-06-03 20:25:34Z elharo $
*/

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  *
  $Id: XPathFactory.java 1337 2008-12-03 01:58:10Z elharo $
  */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/XPathFactory.java

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Found in path(s):
*/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: NotFunction.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/function/NotFunction.java
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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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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultMinusExpr.java

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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 $
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* Jaxen Project, please see <http://www.jaxen.org/>.
* *
* $Id: IterableDescendantAxis.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/IterableDescendantAxis.java
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* $Id: AnyNodeTest.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/pattern/AnyNodeTest.java
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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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 * $Id: XPathReader.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.90/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 $
*/

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* /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-
  jar/org/jaxen/function/PositionFunction.java

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* /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 $
* /

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* /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 $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: DefaultMultiplicativeExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: PrecedingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $

*/

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 * $Date: 2011-07-30 05:46:45 -0400 (Sat, 30 Jul 2011) $
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* $Id: DocumentNavigator.java 1364 2011-07-30 09:46:45Z elharo $
*

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/dom/DocumentNavigator.java

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 * $Revision: 1159 $
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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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* $Id: PatternParser.java 1128 2006-02-05 21:49:04Z elharo $
*/

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$/Id: DefaultRelationalExpr.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/DefaultRelationalExpr.java
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* $Id: DefaultCommentNodeStep.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/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-
  jar/org/jaxen/function/ext/UpperFunction.java
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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 $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultProcessingInstructionNodeStep.java
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* $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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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/dom/DOMXPath.java
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  * $Id: ConcatFunction.java 1128 2006-02-05 21:49:04Z elharo $
  */

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* $Id: DefaultUnionExpr.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/DefaultUnionExpr.java
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* $Id: SAXPathEventSource.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* $Id: EqualityExpr.java 1252 2006-11-09 16:21:05Z 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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jar/org/jaxen/expr/DefaultUnaryExpr.java

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  * $Header$
  * $Revision: 1225 $
  * $Date: 2006-11-08 07:42:39 -0800 (Wed, 08 Nov 2006) $
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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 $

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/SimpleFunctionContext.java

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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
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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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 * $Revision: 1162 $
 * $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterableParentAxis.java 1162 2006-06-03 20:52:26Z 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/iter/IterableParentAxis.java
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/*
$Id: DefaultNameStep.java 1290 2007-04-17 01:26:35Z bewins$

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* $Revision: 1252 $
* $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* $Id: Navigator.java 1157 2006-06-03 20:07:37Z elharo $
*/

Found in path(s):
* /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 $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1.1-6-sources-
* jar/org/jaxen/jdom/JDOMXPath.java
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$Id: DocumentFunction.java 1128 2006-02-05 21:49:04Z elharo $
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 * $Id: Operator.java 1128 2006-02-05 21:49:04Z elharo $
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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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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/XPathFunctionContext.java

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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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$Id: PrecedingSiblingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $

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 * $Header$
 * $Revision: 1252 $
 * $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
 * $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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  $Id: BinaryExpr.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-
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* $Id: RelationalExpr.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/RelationalExpr.java
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/
jar/org/jaxen/expr/DefaultLiteralExpr.java

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 * $Id: LocalNameFunction.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/LocalNameFunction.java
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$Id: Context.java 1219 2006-10-15 21:08:16Z elharo $

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultLessThanEqualExpr.java
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 * $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_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultLocationPath.java

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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: PredicateSet.java 1258 2006-11-13 22:38:17Z elharo $

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/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultEqualityExpr.java
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$Id: IterableAxis.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: DefaultAbsoluteLocationPath.java 1261 2006-11-30 18:49:27Z elharo $
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$Id: DefaultNavigator.java 1128 2006-02-05 21:49:04Z elharo $

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 * $Revision: 1161 $
 * $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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 * $Id: XPathSyntaxException.java 1161 2006-06-03 20:36:00Z elharo$
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/saxpath/XPathSyntaxException.java

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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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*$Id: DefaultAllNodeStep.java 1261 2006-11-30 18:49:27Z elharo $
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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-
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* $Id: SingletonList.java 1253 2006-11-09 16:39:19Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: LangFunction.java 1128 2006-02-05 21:49:04Z elharo$
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  * $Id: StringLengthFunction.java 1324 2008-04-27 01:48:59Z elharo $
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* $Id: DefaultAdditiveExpr.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/DefaultAdditiveExpr.java
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 * $Id: DefaultXPathExpr.java 1162 2006-06-03 20:52:26Z elharo $
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* $Id: NamespaceTest.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/pattern/NamespaceTest.java
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$Id: DefaultFunctionCallExpr.java 1366 2012-05-05 16:17:35Z elharo $

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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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jar/org/jaxen/function/SubstringAfterFunction.java
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* $Id: DocumentNavigator.java 1156 2006-06-03 20:04:05Z elharo $
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* $Id: EndsWithFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: TokenTypes.java 1334 2008-11-29 17:58:48Z elharo $
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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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jar/org/jaxen/function/NamespaceUriFunction.java
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* $Id: LocaleFunctionSupport.java 1128 2006-02-05 21:49:04Z elharo $
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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 $ */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/ProcessingInstructionNodeStep.java

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* $Revision: 1159 $
* $Date: 2006-06-03 13:25:34 -0700 (Sat, 03 Jun 2006) $
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* $Id: SimpleNamespaceContext.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/SimpleNamespaceContext.java

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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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* $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 $
* /

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: UnionPattern.java 1128 2006-02-05 21:49:04Z elharo $

Found in path(s):
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jar/org/jaxen/pattern/UnionPattern.java

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* $Id: PatternHandler.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/PatternHandler.java
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$Id: DefaultLessThanExpr.java 1396 2013-01-13 12:22:49Z elharo $

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* $Id: SingleObjectIterator.java 1255 2006-11-09 18:20:12Z elharo $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: AllNodeStep.java 1225 2006-11-08 15:42:39Z elharo $
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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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* $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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 * $Revision: 1321 $
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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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$Header$
$Revision: 1325 $
$Date: 2008-04-26 18:55:05 -0700 (Sat, 26 Apr 2008) $

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$Id: TranslateFunction.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/TranslateFunction.java

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 * $Header$
 * $Revision: 1234 $
 * $Date: 2006-11-08 08:47:30 -0800 (Wed, 08 Nov 2006) $
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$Id: LiteralExpr.java 1234 2006-11-08 16:47:30Z elharo $

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 * $Header$
 * $Revision: 1154 $
 * $Date: 2006-06-01 06:19:30 -0700 (Thu, 01 Jun 2006) $
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* $Id: QualifiedName.java 1154 2006-06-01 13:19:30Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/QualifiedName.java

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* $Id: TrueFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

/* $Header$
* $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 $

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/xom/XOMXPath.java

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@Id: SumFunction.java 1128 2006-02-05 21:49:04Z elharo $
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$/Id: DefaultGreaterThanExpr.java 1396 2013-01-13 12:22:49Z elharo $
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 * $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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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/dom4j/Dom4jXPath.java

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* $Id: UnsupportedAxisException.java 1160 2006-06-03 20:26:02Z elharo $
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* $Id: ContainsFunction.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/Predicate.java

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* $Header$
* $Revision: 1396 $
* $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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* $Id: DefaultModExpr.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/DefaultModExpr.java
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* $Revision: 1247 $
* $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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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/UnaryExpr.java
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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 $
*/

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* /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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* $Header$
* $Revision: 1171 $
* $Date: 2006-07-03 06:17:30 -0700 (Mon, 03 Jul 2006) $
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* $Id: DocumentNavigator.java 1171 2006-07-03 13:17:30Z elharo $
* /

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/dom4j/DocumentNavigator.java
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* $Header$
* $Revision: 1335 $
* $Date: 2008-11-30 06:20:38 -0800 (Sun, 30 Nov 2008) $
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* $Id: DefaultTruthExpr.java 1335 2008-11-30 14:20:38Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultTruthExpr.java
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* $Id: IterablePrecedingSiblingAxis.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/IterablePrecedingSiblingAxis.java
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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.jar/org/jaxen/saxpath/base/Verifier.java

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* $Id: DefaultLogicalExpr.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/expr/DefaultLogicalExpr.java

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 * $Revision: 1128 $
 * $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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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-
  jar/org/jaxen/pattern/NodeTest.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 $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/XPathSyntaxException.java

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* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterableSelfAxis.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/IterableSelfAxis.java

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* $Revision: 1326 $
* $Date: 2008-04-26 18:56:10 -0700 (Sat, 26 Apr 2008) $
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* $Id: FilterExpr.java 1326 2008-04-27 01:56:10Z elharo $
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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: CeilingFunction.java 1128 2006-02-05 21:49:04Z elharo $
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*
* $Id: DefaultStep.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/DefaultStep.java

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 * $Revision: 1128 $
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* $Header$
* $Revision: 1134 $
* $Date: 2006-04-07 10:11:52 -0700 (Fri, 07 Apr 2006) $
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$Id: Pattern.java 1134 2006-04-07 17:11:52Z elharo $
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 * $Header$
 * $Revision: 1133 $
 * $Date: 2006-03-30 05:56:36 -0800 (Thu, 30 Mar 2006) $
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* $Id: JavaBeanXPath.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/javabean/JavaBeanXPath.java

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* $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 $

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/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 $

/*

Found in path(s):
*/

/*
* $Header$
* $Revision: 1396 $
* $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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  jar/org/jaxen/expr/DefaultNotEqualsExpr.java

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 * $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 $
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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/saxpath/base/XPathLexer.java

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/Expr.java

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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-commons

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**Apache**

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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**MortBay**

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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### 1.274 brave-instrumentation-spring-web 5.9.0

### 1.275 animate 3.5.1

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```markdown
#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`
* `zoomOutLeft`
* `zoomOutRight`
* `zoomOutUp`
* `slideInDown`
* `slideInLeft`
* `slideInRight`
* `slideInUp`
* `slideOutDown`
* `slideOutLeft`
* `slideOutRight`
* `slideOutUp`

Full example:
```html
<h1 class="animated infinite bounce">Example</h1>
```

[Check out all the animations here!](https://daneden.github.io/animate.css/)

## Usage
To use animate.css in your website, simply drop the stylesheet into your document's `<head>`, and add the class `animated` to an element, along with any of the animation names. That's it! You've got a CSS animated element. Super!

```html
<head>
<link rel="stylesheet" href="animate.min.css">
</head>
```

You can do a whole bunch of other stuff with animate.css when you combine it with jQuery or add your own CSS rules. Dynamically add animations using jQuery with ease:

```javascript
$('#yourElement').addClass('animated bounceOutLeft');
```

You can also detect when an animation ends:

```javascript
<!--
Before you make changes to this file, you should know that $(#yourElement).one() is *NOT A TYPO*

http://api.jquery.com/one/
-->
```javascript
$('#yourElement').one('webkitAnimationEnd mozAnimationEnd MSAnimationEnd oanimationend animationend', doSomething);
```

[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
}
```
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## Contributing

Pull requests are the way to go here. I apologise 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.

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* /opt/ws_local/PERMITS_SQL/1047774661_1591200005.48/0/animate-css-3-5-1-src-zip/README.md

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774661_1591200005.48/0/animate-css-3-5-1-src-zip/gulpfile.js

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/!
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* Version - 3.5.0
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*
* Copyright (c) 2016 Daniel Eden
*/

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* /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

### 1.276 libxext 1.3.3 1+b2

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ar/jar/org/springframework/test/web/client/ResponseCreator.java
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ar/jar/org/springframework/test/context/TestContextBootstrapper.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
ar/jar/org/springframework/test/context/jdbc/SqlConfig.java

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ar/jar/org/springframework/test/util/AopTestUtils.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-
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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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```sh
```

## Install

```sh
```

## Usage

```js
var hash = require('hash.js')
hash.sha256().update('abc').digest('hex')
```

## Selective hash usage

```js
var sha512 = require('hash.js/lib/hash/sha/512');
sha512().update('abc').digest('hex');
```

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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.

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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 three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
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import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

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

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {
    /**
     * The name of the license.
     * @return the name of the license
     */
    String name();

    /**
     * An optional URL for the license.
     * @return an optional URL for the license.
     */
    String url() default "";
}
1.310 moment-timezone 0.5.26
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* Source: https://github.com/apache/maven-resolver/tree/master/maven-resolver-transport-file

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maven-settings (3.5.2)
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* Source: https://mvnrepository.com/artifact/org.apache.maven/maven-settings/3.5.2

OSGi Service Platform Core Companion Code (6.0)
* License: Apache License, 2.0

plexus-archiver (3.5)
* License: Apache-2.0
* Project: https://codehaus-plexus.github.io/plexus-archiver/
* Source: https://github.com/codehaus-plexus/plexus-archiver

plexus-io (3.0.0)
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testng (6.14.2)

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* Source: https://github.com/cbeust/testng

wagon-http-lightweight (3.0.0)

* License: Pending
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xz for java (1.8)

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### 1.321 not-going-to-be-commons-ssl 0.3.20

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Not-Going-To-Be-Commons-SSL

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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/*

Changes: Removing Bouncy Castle classes and linking to the JAR instead.

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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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* 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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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

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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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1.323 spring-boot-starter-security 2.2.4

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1.324 fonts-dejavu 2.37 1

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* /opt/ws_local/PERMITS_SQL/1033178594_1591203527.38/0/spring-boot-starter-cache-2.2.4-release-sources-jar/META-INF/maven/org.springframework.boot/spring-boot-starter-cache/pom.xml

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BeanShell Scripting for Java

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  jar/org/springframework/integration/config/xml/AbstractOutboundGatewayParser.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/handler/AbstractOutboundGatewayParser.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/xml/SelectorParser.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/xml/DefaultOutboundChannelAdapterParser.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/SplitterFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/handler/support/management/LifecycleMessageHandlerMetrics.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/SplitterFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/aggregator/DefaultAggregatingMessageGroupProcessor.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/handler/LoggingHandler.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/ExpressionFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/router/AbstractMessageRouter.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/xml/RecipientListRouterParser.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/Role.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/handler/support/MessagingMethodInvokerHelper.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/store/MessageGroupStore.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/dispatcher/BroadcastingDispatcher.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
  jar/org/springframework/integration/config/xml/IntegrationNamespaceHandler.java
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* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
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jar/org/springframework/integration/aggregator/ExpressionEvaluatingReleaseStrategy.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/support/json/JacksonJsonUtils.java
* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
jar/org/springframework/integration/aggregator/SequenceSizeReleaseStrategy.java

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* /opt/ws_local/PERMITS_SQL/1023699204_1590037521.28/0/spring-integration-core-5-2-3-release-sources-
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* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/AbstractHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/DoubleHistogram.java
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jar/org/springframework/kafka/listener/ConsumerSeekAware.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-
jar/org/springframework/kafka/support/converter/BatchMessageConverter.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/core/DefaultKafkaProducerFactory.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/listener/adapter/AbstractRetryingMessageListenerAdapter.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/core/DefaultKafkaConsumerFactory.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/KafkaException.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/listener/ListenerExecutionFailedException.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/listener/adapter/AbstractDelegatingMessageListenerAdapter.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/support/converter/MessageConverter.java
* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.7/0/spring-kafka-2-3-5-release-sources-jar/org/springframework/kafka/support/serializer/JsonSerializer.java
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jar/org/springframework/kafka/listener/MessageListener.java
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-
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.jar/org/springframework/kafka/support/serializer/JsonDeserializer.java
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.jar/org/springframework/kafka/listener/ErrorHandler.java
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* /opt/ws_local/PERMITS_SQL/1033178477_1591433486.70/spring-kafka-2-3-5-release-sources-
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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

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1.390 aspectj-tools 1.9.2

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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/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/Timer.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/DataSourceLevel.java
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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/Monitor.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/JmxConnector.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/jmx/MonitorMBean.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/MetricPoller.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/MetricFilter.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/MetricObserver.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/publish/MemoryMetricObserver.java
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 * <p/>
 * Interfaces for collecting metrics and publishing them to observers.
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 */

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* Primary interfaces for metrics.
*/

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 * *
 * Subinterfaces and implementations for { @link com.netflix.servo.monitor.Monitor\}. 
 * *
 * Subinterfaces and implementations for { @link com.netflix.servo.monitor.Monitor\}. 
 * *
 * Subinterfaces and implementations for { @link com.netflix.servo.monitor.Monitor\}. 
 */

Found in path(s):
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Annotations to easily expose metrics from a class.

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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/annotations/package-info.java

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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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    jar/com/netflix/servo/util/Iterables.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/util/Throwables.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/util/Memoizer.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/publish/FileMetricObserver.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/util/VisibleForTesting.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/publish/JvmMetricPoller.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/publish/PollRunnable.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/util/UnmodifiableSet.java
  * /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
    jar/com/netflix/servo/util/Strings.java
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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/Pollers.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/PeakRateCounter.java

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 * <p/>
 * Monitor registry and helper classes to expose monitored attributes to
 * JMX.
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 * JMX.
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 * JMX.
Found in path(s):
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 * <p/>
 * Code related to Tagging objects with metadata.
 * <p/>
 * Code related to Tagging objects with metadata.
 * <p/>
 * Code related to Tagging objects with metadata.
 */

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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/tag/package-info.java

1.392 asm-tree 7.1

1.393 zipkin-reporter-metrics-micrometer 2.11.0

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DOCUMENTATION ROADMAP

This file contains the following sections:

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

User documentation:
install.doc       How to configure and install the IJG software.
usage.doc         Usage instructions for cjpeg, djpeg, jpegtran,
                 rdjpgcom, and wrjpgcom.
*.1               Unix-style man pages for programs (same info as usage.doc).
wizard.doc        Advanced usage instructions for JPEG wizards only.
change.log        Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.doc       How to use the JPEG library in your own programs.
example.c         Sample code for calling the JPEG library.
structure.doc     Overview of the JPEG library's internal structure.
filelist.doc      Road map of IJG files.
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
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the hierarchical or lossless processes defined in the standard.
We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

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

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

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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 book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

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

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

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:
Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314
A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.
ARCHIVE LOCATIONS
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The "official" archive site for this software is ftp.uu.net (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 archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE
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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free 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
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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

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

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

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

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

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

As always, speeding things up is of great interest.

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

1.396 jffi 1.2.16

1.397 stax-ex 1.8

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1.417 dompurify 2.0.10

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1.419 j2objc-annotations 1.1

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file name: UBiDiProps.java
encoding: US-ASCII
tab size: 8 (not used)
indentation: 4

created on: 2005jan16
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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.

<p>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".

<p><code>Replaceable</code> 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.

<p><code>Replaceable</code> also includes API to access characters in the string: <code>length()</code>, <code>charAt()</code>, <code>char32At()</code>, and <code>extractBetween()</code>. For a subclass to support metadata, typical behavior of <code>replace()</code> is the following:

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

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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<code>ReplaceableString</code> is an adapter class that implements the <code>Replaceable</code> API around an ordinary <code>StringBuffer</code>.
<p>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.</p>

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@see Replaceable
@author Alan Liu
@stable ICU 2.0

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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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JUnit

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1.425 lz4-java 1.6.0

1.426 reflect-metadata 0.1.13
1.426.1 Available under license :

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1.428 spring-cloud-starter-zipkin 2.2.0

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1.429 x-is-array 0.1.0

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1.430 instrumentation-jms 5.9.0

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1.431 asm-util 5.0.3

1.432 spring-cloud-stream-binder-kafka 3.0.0

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1.433 hostname 3.21

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   hostname -- set the host name or show the host/domain name

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1.435 xz 5.2.4 1
1.435.1 Available under license:

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

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1.442 spring-cloud-starter-loadbalancer 2.2.0

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1.443 minimalistic-assert 1.0.1

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1.444 ng-focus-if 1.0.7

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1.445 util-linux 2.33.1-0.1

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1.448 spring-cloud-stream-binder-kafka-core

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1.449 yeast 0.1.2

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1.452 hash-base 3.1.0

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1.453 commons-configuration 1.10

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1.456 mawk 1.3.3-17+b3

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Calling this script install-sh is preferred over install.sh, to prevent `make' implicit rules from creating a file called install from it when there is no Makefile.

This script is compatible with the BSD install script, but was written from scratch. It can only install one file at a time, a restriction shared with many OS's install programs.

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/**
* Set the max pool size of the ThreadPoolExecutor.
* <p><strong>NOTE:</strong> 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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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

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
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
lib/gssapi/mechglue/g_userok.c
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_mech.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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.. 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
   lib/gssapi/mechglue/g_rel_name.c
   lib/gssapi/mechglue/g_rel_oid_set.c
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   lib/gssapi/mechglue/g_userok.c
   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_mech.c

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.. 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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# and license statements in source code comments.

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

# 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'\* ([^ \*\(\- .]*\)? */', lines[ln])
    if m:
        m = re.match(r'\* ([^ \*\(\- .]*\)? */', 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
    ln += 1

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:

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

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   :hidden:

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.. include:: notice.rst

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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
lib/libgss/g_context_time.c
lib/libgss/g_delete_sec_context.c
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lib/libgss/g_dsp_name.c
lib/libgss/g_dsp_status.c
lib/libgss/g_dup_name.c
lib/libgss/g_exp_sec_context.c
lib/libgss/g_export_name.c
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lib/libgss/g_rel_oid_set.c
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lib/libgss/g_store_cred.c
lib/libgss/g_unseal.c
lib/libgss/g_userok.c
lib/libgss/g_utils.c
lib/libgss/g_verify.c
lib/libgss/gssd_pname_to_uid.c
uts/common/gssapi/include/gssapi_err_generic.h
uts/common/gssapi/include/mechglueP.h

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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in
<code class="docutils literal"><span class="pre">src/lib/gssapi</span></code>, including the following files:
<pre class="highlight-default">
lib/gssapi/generic/gssapi_err.generic</pre>
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and the initial implementation of incremental propagation, including
the following new or changed files:

<div class="highlight-default">
<pre><span></span><span class="kn">include</span><span class="o">/</span><span class="n">iprop_hdr</span><span class="o">.</span><span class="n">h</span>

<span class="n">kadmin</span><span class="o">/</span><span class="n">server</span><span class="o">/</span><span class="n">ipropd_svc</span><span class="o">.</span><span class="n">c</span>

<span class="n">lib</span><span class="o">/</span><span class="n">kdb</span><span class="o">/</span><span class="n">iprop</span><span class="o">.</span><span class="n">x</span>

<span class="n">lib</span><span class="o">/</span><span class="n">kdb</span><span class="o">/</span><span class="n">kdb_convert</span><span class="o">.</span><span class="n">c</span>

<span class="n">lib</span><span class="o">/</span><span class="n">kdb</span><span class="o">/</span><span class="n">kdb_log</span><span class="o">.</span><span class="n">c</span>

<span class="n">lib</span><span class="o">/</span><span class="n">kdb</span><span class="o">/</span><span class="n">kdb_log</span><span class="o">.</span><span class="n">h</span>

<span class="n">lib</span><span class="o">/</span><span class="n">krb5</span><span class="o">/</span><span class="n">error_tables</span><span class="o">/</span><span class="n">kdb5_err</span><span class="o">.</span><span class="n">et</span>

<span class="n">kprop</span><span class="o">/</span><span class="n">kpropd_rpc</span><span class="o">.</span><span class="n">c</span>
</pre>
</div>
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  jar/org/springframework/boot/autoconfigure/orm/jpa/DatabaseLookup.java
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1.484 simpleclient 0.7.0

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lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
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lib/gssapi/mechglue/g_dup_name.c
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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
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
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kprop/kpropd_rpc.c
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  jar/com/kenai/constantine/Constant.java
* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-
  jar/jnr/constants/Constant.java
* /opt/ws_local/PERMITS_SQL/1018365088_1591903911.65/0/jnr-constants-0-9-9-sources-
  jar/jnr/constants/Platform.java
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1.509 string_decoder 1.1.1

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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.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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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.531 rxjs 6.5.5

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1.532 libxi 1.7.9-1

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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/CheckReturnValue.java
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*/

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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/NoAllocation.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-
jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java
* /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/Immutable.java
* /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/IncompatibleModifiers.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-
jar/com/google/errorprone/annotations/RequiredModifiers.java
* /opt/ws_local/PERMITS_SQL/1001654294_1592507239.29/0/error-prone-annotations-2-1-3-sources-3-
jar/com/google/errorprone/annotations/CompileTimeConstant.java

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1.541 xorg 7.7+19

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1.543 angular-messages 1.7.9

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1.545 public-encrypt 4.0.3

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1.546 spring-boot 2.2.4

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>>> Maven Model Builder (org.apache.maven:maven-model-builder)
>>> Maven Repository Metadata Model (org.apache.maven:maven-repository-metadata)
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1.547 ngstorage 0.3.11
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1.548 jnr-ffi 2.1.7

1.549 md5.js 1.3.5
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**1.550 angular-forms 9.0.7**

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 * @license Angular v9.0.7
 * (c) 2010-2020 Google LLC. https://angular.io/
 * License: MIT
 */
/**
 * @license
 * Copyright Google Inc. All Rights Reserved.
 *
 * Use of this source code is governed by an MIT-style license that can be
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// Found in path(s):
* /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).

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```javascript
/**
 * @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 {InjectionToken} from '@angular/core';

/**
 * @description
 * Defines an interface that acts as a bridge between the Angular forms
 * API and an native element in the DOM. It implements this interface to create a custom form control
 * directive that integrates with Angular forms.
 *
 * @see DefaultValueAccessor
 *
 * @publicApi
 */
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.
   *
   * @usageNotes
   * ### Write a value to the element
   *
   * The following example writes a value to the native DOM element:
   *
   * ```ts
   * writeValue(value: any): void {
   *   this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
   * }
   * ```
   *
   * @param obj
   * The new value for the element
   */
  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.
   *
   * @param obj
   * When implementing the `registerOnChange` method in your own value accessor, save the given
```
function so your class calls it at the appropriate time.

* @usageNotes

### Store the change function

registerOnChange(fn: (any) => void): void

The following example stores the provided function as an internal method.

When the value changes in the UI, call the registered function to allow the forms API to update itself:

```ts
* @param fn The callback function to register
* @description Registers a callback function is called by the forms API on initialization to update the form model on blur.

When implementing `registerOnTouched` in your own value accessor, save the given function so your class calls it when the control should be considered blurred or `touched`

The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register as an internal method.

* @description

### Store the callback function

```ts

* @param fn The callback function to register as an internal method.

On blur (or equivalent), your class should call the registered function to allow the forms API to update itself:

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function

```ts

* @param fn The callback function to register

```ts

* @description

### Store the callback function
We must check whether the agent is Android because composition events on Android behave differently between iOS and Android.

```typescript
function _isAndroid(): boolean {
  const userAgent = getDOM() ? getDOM().getUserAgent() : '';
  return /android (\d+)/.test(userAgent.toLowerCase());
}
```

We provide this token to control if form directives bufferIME input until ` compositionend` event occurs.

```typescript
const COMPOSITION_BUFFER_MODE = new InjectionToken<boolean>('CompositionEventMode');
```

The default `ControlValueAccessor` for writing a value and listening to changes on input elements.

```typescript
export const DEFAULT_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => DefaultValueAccessor),
  multi: true
};
```

### Using the default value accessor

The following example shows how to use an input element that activates the default value accessor.

```typescript
const firstNameControl = new FormControl();
```

```html
<input type="text" [formControl]="firstNameControl">
```

`@NgModule` `FormsModule` `ReactiveFormsModule`
the 'street' control from the root form would be 'address' -> 'street'.

```typescript
FormGroup({
  address: new FormGroup({ street: new FormControl() })
});
```

The path to

For example, for the following `FormGroup`:

```typescript
form = new
```

The path to

* 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. Returns the value of the control if it is present, otherwise null. Get value(): any

* Returns whether a 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. Returns the value of the control
  if it is present, otherwise null. Get valueChanges(): Observable<any>|null

* Returns 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. Get pristine(): boolean|null

* 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.

The path to

* The path to the 'street' control from the root form would be 'address' -> 'street'.

* It can be provided to this method in one
of two formats:

- An array of string control names, e.g. `['address', 'street']`
- A period-delimited list of control names in one string, e.g. `address.street`

If no path is given, this method checks for the error on the current control. If the control is not present, false is returned.

```typescript
hasError(errorCode: string, path?: Array<string | number> | string): boolean {
    return this.control ? this.control.hasError(errorCode, path) : false;
}
```

If the control is not present, null is returned.

```typescript
getError(errorCode: string, path?: Array<string | number> | string): any {
    return this.control ? this.control.getError(errorCode, path) : null;
}
```

### Class: `ControlContainer`

A base class for directives that contain multiple registered instances of `NgControl`. Only used by the forms module.

```typescript
/**
 * @description
 * A base class for directives that contain multiple registered instances of `NgControl`.
 * Only used by the forms module.
 *
 * @publicApi
 */
export abstract class ControlContainer extends AbstractControlDirective {
  /**
   * @description
   * The name for the control
   */
  name: string | null = null;

  /**
   * @description
   * The top-level property for the control
   */
  get path(): string[] | null { return null; }
}
```

### Class: `NgControl`

A base class that all control `FormControl`-based directives extend. It binds a `FormControl` object to a DOM element.

```typescript
/**
 * @description
 * A base class that all control `FormControl`-based directives extend. It binds a `FormControl` object to a DOM element.
 *
 * @publicApi
 */
export abstract class NgControl extends AbstractControlDirective {
  /**
   * @description
   * The parent form for the control
   */
  _parent: ControlContainer | null = null;

  /**
   * @description
   * The value accessor for the control
   */
  valueAccessor: ControlValueAccessor | null = null;

  /**
   * @description
   * The callback method to update the model from the view when requested
   */
  abstract viewToModelUpdate(newValue: any): void;
}
```

### Class: `AbstractControlDirective`

A base class for directives that contain multiple registered instances of `NgControl`.

```typescript
export class AbstractControlDirective {
  /**
   * @description
   * The name for the control
   */
  name: string | null = null;

  /**
   * @description
   * The top-level property for the control
   */
  get path(): string[] | null { return null; }
}
```
AbstractControlStatus

```typescript
    this._cd = cd;
}

get ngClassUntouched(): boolean {
    return this._cd.control ? this._cd.control.un_touched : false;
}

get ngClassTouched(): boolean {
    return this._cd.control ? this._cd.control.touched : false;
}

get ngClassPristine(): boolean {
    return this._cd.control ? this._cd.control.pristine : false;
}

get ngClassDirty(): boolean {
    return this._cd.control ? this._cd.control.dirty : false;
}

get ngClassValid(): boolean {
    return this._cd.control ? this._cd.control.valid : false;
}

get ngClassInvalid(): boolean {
    return this._cd.control ? this._cd.control.invalid : false;
}

get ngClassPending(): boolean {
    return this._cd.control ? this._cd.control.pending : false;
}
```

`AbstractControlDirective` is a part of Angular's form control API, which is used to create form elements in Angular applications.

```typescript
export const ngControlStatusHost = {
  '
    [class.ng-untouched]': 'ngClassUntouched',
  '
    [class.ng-touched]': 'ngClassTouched',
  '
    [class.ng-pristine]': 'ngClassPristine',
  '
    [class.ng-dirty]': 'ngClassDirty',
  '
    [class.ng-invalid]': 'ngClassInvalid',
  '
    [class.ng-pending]': 'ngClassPending',
  '
    [class.ng-pristine]': 'ngClassPristine',
  '
    [class.ng-dirty]': 'ngClassDirty',
  '
    [class.ng-untouched]': 'ngClassUntouched',
  '
    [class.ng-touched]': 'ngClassTouched',
  '
    [class.ng-valid]': 'ngClassValid',
  '
    [class.ng-invalid]': 'ngClassInvalid',
  '
    [class.ng-pending]': 'ngClassPending',
  '
    [class.ng-pristine]': 'ngClassPristine',
  '
    [class.ng-dirty]': 'ngClassDirty',
  '
    [class.ng-untouched]': 'ngClassUntouched',
  '
    [class.ng-touched]': 'ngClassTouched',
  '
    [class.ng-valid]': 'ngClassValid',
  '
    [class.ng-invalid]': 'ngClassInvalid',
  '
    [class.ng-pending]': 'ngClassPending',
  '
    [class.ng-pristine]': 'ngClassPristine',
  '
    [class.ng-dirty]': 'ngClassDirty',
  '
    [class.ng-untouched]': 'ngClassUntouched',
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    [class.ng-touched]': 'ngClassTouched',
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    [class.ng-valid]': 'ngClassValid',
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    [class.ng-invalid]': 'ngClassInvalid',
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    [class.ng-pending]': 'ngClassPending',
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    [class.ng-pristine]': 'ngClassPristine',
  '
    [class.ng-dirty]': 'ngClassDirty',
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    [class.ng-untouched]': 'ngClassUntouched',
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    [class.ng-touched]': 'ngClassTouched',
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    [class.ng-touched]': 'ngClassTouched',
  '
    [class.ng-valid]': 'ngClassValid',
  '
    [class.ng-invalid]': 'ngClassInvalid',
  '
    [class.ng-pending]': 'ngClassPending',
  '
    [class.ng-pristine]': 'ngClassPristine',
  '
    [class.ng-dirty]': 'ngClassDirty',
  '
    [class.ng-untouched]': 'ngClassUntouched',
  '
    [class.ng-touched]': 'ngClassTouched',
  '
    [class.ng-valid]': 'ngClassValid',
  '
    [class.ng-invalid]': 'ngClassInvalid',
  '
    [class.ng-pending]': 'ngClassPending',
  '
    [class.ng-pristine]': 'ngClassPristine',
  `

  @ngModule ReactiveFormsModule
  @ngModule FormsModule
  @publicApi
```

This code is part of Angular's form control API, which is used to create form elements in Angular applications. It defines a class `AbstractControlStatus` that exposes methods to get CSS classes based on the state of an `AbstractControlDirective`. This class is used by Angular's form rendering to apply CSS classes to form elements based on their state (touched, untouched, pristine, dirty, valid, invalid, pending).
background

This regexp was ported over from AngularJS (see there for git history):

[WHATWG version](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 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.

See [this commit](https://github.com/angular/angular.js/commit/f3f5cf72e) for more details.

```javascript
const EMAIL_REGEXP =
    /^(?=.{1,254}$)(?=.{1,64}@)
        [a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+(?:\.[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+)*@
        [a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?(?:\.[a-zA-Z0-9-]*)([0,61][a-zA-Z0-9-])?$/;
```

**

* @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

* controls and returns an error map or null. A null map means that validation has passed.

* @export

* @see [Form Validation](/guide/form-validation)

* @publicApi

*/

export class Validators {

  /**
   * @description
   * Validator that requires the control’s value to be greater than or equal to the provided number.

   * The validator exists only as a function and not as a directive.

   * @usageNotes

   * ### Validate against a minimum of 3

   * ```typescript
   * const control = new FormControl(2, Validators.min(3));
   *
   * console.log(control.errors); // {min: {min: 3, actual: 2}}
   * ```

   * @returns A validator function that returns an error map with the

   * `min` property if the validation check fails, otherwise `null`.

   * @see `updateValueAndValidity()`

   */
  static min(min: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
        return null;  // don’t validate empty values to allow optional controls
      }
      const value = parseFloat(control.value);
      // Controls with NaN values after parsing should be treated as not having a
      // minimum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-min
      return isNaN(value) & & value < min ? {'min': {'min': min, 'actual': control.value}} : null;
    };
  }

  /**
   * @description
   * Validator that requires the control’s value to be less than or equal to the provided number.

   * The validator exists only as a function and not as a directive.

   * @usageNotes

   * ### Validate against a maximum of 15

   * ```typescript
   * const control = new FormControl(16, Validators.max(15));
   *
   * console.log(control.errors); // {max: {max: 15, actual: 16}}
   * ```

   * @returns A validator function that returns an error map with the

   * `max` property if the validation check fails, otherwise `null`.

   * @see `updateValueAndValidity()`

   */
  static max(max: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value) || isEmptyInputValue(max)) {
        return null;  // don’t validate empty values to allow optional controls
      }
      const value = parseFloat(control.value);
      // Controls with NaN values after parsing should be treated as not having a
      // maximum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-max
      return isNaN(value) & & value > max ? {'max': {'max': max, 'actual': control.value}} : null;
    };
  }

  /**
   * @description
   * Validator that requires the control have a non-empty value.

   * @usageNotes

   * ### Validate that the field is non-empty

   * ```typescript
   * const control = new FormControl('', Validators.required);
   *
   * console.log(control.errors); // {required: true}
   * ```

   * @returns An error map with the ‘required’ property set to `true` if the validation check fails, otherwise `null`.

   * @see `updateValueAndValidity()`

   */
  static required(control: AbstractControl): ValidationErrors | null => {
    return isEmptyInputValue(control.value) ? {'required': true} : null;
  }

  /**
   * @description
   * Validator that requires the control’s value pass an email validation test.

   * Tests the value using a [regular
expression](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Regular_Expressions) 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.

If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to validate the value against a different pattern.

```typescript
const control = new FormControl('bad@', Validators.email);
console.log(control.errors); // {email: true}
```

### Validate that the field only contains letters or spaces

```html
<input pattern="[a-zA-Z ]*">
```

@returns An error map with the `email` property if the validation check fails, otherwise `null`.

```typescript
const control = new FormControl('1', Validators.pattern('[a-zA-Z ]*'));
console.log(control.errors); // {email: true, pattern: {requiredPattern: '^\[a-zA-Z ]*$', actualValue: '1'}}
```

### Validate that the field has a minimum of 3 characters

```typescript
const control = new FormControl('123', Validators.minLength(3));
console.log(control.errors); // {minlength: {requiredLength: 3, actualLength: 3}}
```

### Validate that the field has a maximum of 5 characters

```typescript
const control = new FormControl('12345', Validators.maxLength(5));
console.log(control.errors); // {maxlength: {requiredLength: 5, actualLength: 5}}
```

### Validate that the field's value to be less than or equal to the provided maximum length

```typescript
const control = new FormControl('abc', Validators.maxLength(10));
console.log(control.errors); // {maxlength: {requiredLength: 10, actualLength: 3}}
```

### Validate that the control's value to be greater than or equal to the provided minimum length

```typescript
const control = new FormControl('abc', Validators.minLength(3));
console.log(control.errors); // {minlength: {requiredLength: 3, actualLength: 3}}
```

### Validate that the field matches a regex pattern

```typescript
let regexStr: string;
if (typeof pattern === 'string') {
  regexStr = pattern;
} else if (pattern instanceof RegExp) {
  regexStr = pattern.toString();
}
```

## Validation Errors

### Validates that the pattern matches the field's value

```typescript
ValidatorFn
```
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[]) {
  return validators.map(v => v(control));
}

function _executeAsyncValidators(control: AbstractControl, validators: AsyncValidatorFn[]) {
  return validators.map(v => v(control));
}

function _mergeErrors(arrayOfErrors: ValidationErrors[]): ValidationErrors | null {
  let res: {[key: string]: any} = {};

  // Not using Array.reduce here due to a Chrome 80 bug
  // https://bugs.chromium.org/p/chromium/issues/detail?id=1049982
  arrayOfErrors.forEach((errors: ValidationErrors | null) => {
    res = errors != null ? {...res, ...errors} : res;
  });

  return Object.keys(res).length === 0 ? null : res;
}
following example shows how to use a number input with a reactive form.

```ts
const totalCountControl = new FormControl();

<input type="number" [formControl]="totalCountControl">

this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
```

```ts
registerOnChange(fn: (_: number|null) => void): void {
  this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };
}
```

```ts
registerOnTouched(fn: () => void): void {
  this.onTouched = fn; }
```

```ts
setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}
```

```ts
select(accessor: RadioControlValueAccessor) {
  this._accessors.forEach((c) => {
    if (this._isSameGroup(c, accessor) && c[1] !== accessor) {
      c[1].fireUncheck(accessor.value);
    }
  });
}
```

```ts
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;
}
```

```ts
accessor: RadioControlValueAccessor): boolean {
  return controlPair[0]._parent !== accessor._control._parent &
      controlPair[1].name !== accessor.name
}
```

```ts
return false;
```

```ts
 nutrit

```ts
 pipe: number][formControlName],input[type=number][ngModel],

```ts
 in the same group should have the same name attribute is optional.

```ts
example forms/ts/reactiveRadioButtons/reactive_radio_button_example.ts region='Reactive'
```
```typescript
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 value of the radio input element.
   */
  @Input() value: any;

  constructor(
      private _renderer: Renderer2, private _elementRef: ElementRef,
      private _registry: RadioControlRegistry, private _injector: Injector) {}

  /**
   * @description
   * A 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); }

  /**
   * @description
   * Sets the "checked" property value on the radio input element.
   * @param value
   */
  writeValue(value: any): void { this._state = value === this.value; this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
  }

  /**
   * @description
   * Registers a function called when the control value changes.
   * @param fn
   */
  registerOnChange(fn: (_: any) => {}): void { this._fn = fn; this.onChange = () => {
    fn(this.value);
    this._registry.select(this);
  };
  }

  /**
   * @description
   * Sets the "disabled" property on the input element.
   * @param isDisabled
   */
  setDisabledState(isDisabled: boolean): void { this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  private _checkName(): void {
    if (this.name && this.formControlName && this.name !== this.formControlName) {
      this._throwNameError();
    }
    if (!this.name && this.formControlName) this.name = this.formControlName;
  }

  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">
  `);
  }
}
```

```typescript
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
};

/**
 * @description
 * The `ControlValueAccessor` for writing a range value and listening to range input changes.
 * The value accessor is used by the `FormControlDirective`, `FormControlName`, 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
 */
@Directive({
  selector:
    '[type=range][formControlName],input[type=range][formControl],input[type=range][ngModel]',
  host: {
    'onchange': 'onChange($event.target.value)',
    'oninput': 'onChange($event.target.value)',
    'onblur': 'onBlur($event.target.value)',
  },
  providers: [RANGE_VALUE_ACCESSOR]
})
export class RangeValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * 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.
   * @description
   * The registered callback function called when the control value changes.
   * @param fn The callback function
   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * @description
   * Registers a function called when the control value
   * @param value The checked value
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
  }

  /**
   * @description
   * Registers a 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.
   * @param value The checked value
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
  }

  /**
   * @description
   * Registers a function called when the control value
   * changes.
   * @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
   */
  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._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 FormControl()
    });`,

    formArrayName: `
    <div [formGroup]="myGroup">
      <div formArrayName="cities">
        <div *ngFor="let city of cityArray.controls; index as i">
          <input [formControlName]="i">
        </div>
      </div>
    </div>

    In your class:

    this.cityArray = new FormArray([new FormControl('SF')]);
    this.myGroup = new FormGroup({
      cities: this.cityArray
    });`,

    ngModelGroup: `
    <form>
      <div [formGroup]="person">
        <input [(ngModel)]="person.name" name="firstName">
      </div>
    </form>`
  };

  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: Use ngModel instead of formControlName

      ${Examples.ngModelGroup}`);
    }

    static missingFormException(): void {
      throw new Error(`formGroup expects a FormGroup instance. Please pass one in your class.

      Example:

      ${Examples.formControlName}`);
    }

    static ngModelGroupException(): 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: `fn form = new FormGroup({'name': new FormControl('Nancy', Validators.required),
  age: new FormControl(20, [Validators.required, Validators.min(18), Validators.max(100)])});`
This page contains a mix of code and natural text. The code appears to be a part of a larger AngularJS directive, specifically the `NgSelectOption`. This directive is used to create dynamic `<option>` elements in a `<select>` input, allowing for dynamic changes and bindings.

The commented and uncommented text indicates that this code is part of the implementation for managing multi-select options in AngularJS. It involves defining interfaces for option objects, handling the creation and manipulation of these options, and facilitating the binding of values to these options.

The text also includes the Angular license notice, indicating the use of AngularJS in the implementation.

The natural text seems to be a mix of comments and code fragments, possibly indicating that the code is part of a larger document or repository.
control

* changes. The value accessor is used by the `FormControlDirective`, `TemplateName`, and
`NgModel` directives. * @see `SelectControlValueAccessor` * @usageNotes * @host

### Using a multi-select control

```ts
const countryControl = new FormControl();
```

```
<select multiple

name="countries" 

[formControl]="countryControl">

  <option *ngFor="let country of countries"

[ngValue]="country">

    {{ country.name }}
  </option>
</select>
```

### Customizing option selection

The registered callback function called when a change event occurs on the input element.

```ts
this._optionMap.forEach(optionSelectedStateSetter);
```
options change.

```typescript
@Directive({selector: 'option'})
export class ɵNgSelectMultipleOption implements OnDestroy {
  id!: string;
  constructor(private _element: ElementRef, private _renderer: Renderer2, @Optional() @Host() private _select: SelectMultipleControlValueAccessor) {
    if (this._select) {
      this.id = this._select.registerOption(this);
    }
  }

  @Input('ngValue')
  set ngValue(value: any) {
    if (this._select) {
      this._setElementValue(_buildValueString(this.id, value));
      this._select.writeValue(this._select.value);
    } else {
      this._setElementValue(value);
    }
  }

  /**
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {
    if (this._select) {
      this._select._optionMap.delete(this.id);
      this._select.writeValue(this._select.value);
    }
  }
}
```

---

The code above demonstrates a directive in Angular for managing options in a `select` tag, specifically `NgSelectMultipleOption`. It allows for multiple selections and manages the value binding to the options. For usage, the `ngValue` input binding is used to set the value of the option element. This is useful for creating user interfaces where multiple options can be selected from a list.
export function cleanUpControl(control: FormControl, dir: NgControl) {
  dir.valueAccessor!.registerOnChange(_noControlError(dir));
  dir.valueAccessor!.registerOnTouched(_noControlError(dir));
  dir._rawValidators.forEach((validator) => {
    if (validator.registerOnValidatorChange) {
      validator.registerOnValidatorChange(null);
    }
  });
  dir._rawAsyncValidators.forEach((validator) => {
    if (validator.registerOnValidatorChange) {
      validator.registerOnValidatorChange(null);
    }
  });
  if (control) control._clearChangeFns();
}

function setUpViewChangePipeline(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnChange((newValue) => {
    control._pendingValue = newValue;
    control._pendingChange = true;
    control._pendingDirty = true;
    if (control.updateOn === 'change') updateControl(control, dir);
  });
  dir.valueAccessor!.registerOnTouched(() => {
    control._pendingTouched = true;
    if (control.updateOn === 'submit') control.markAsTouched();
    if (control.updateOn !== 'submit') control.markAsDirty();
    control.setValue(control._pendingValue,
      {emitModelToViewChange: false});
    dir.viewToModelUpdate(control._pendingValue);
    control._pendingChange = false;
  });
}

function setUpModelChangePipeline(control: FormControl, dir: NgControl): void {
  control.registerOnChange((newValue, emitModelEvent) => {
    // control -> view
    dir.valueAccessor!.writeValue(newValue);
    // control -> ngModel
    if (emitModelEvent)
      dir.viewToModelUpdate(newValue);
  });
}

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 isPropertyUpdated(changes, viewModel): boolean {
  if (!changes.hasOwnProperty('model')) return false;
  const change = changes['model'];
  if (change.isFirstChange()) return true;
  return !looseIdentical(viewModel, change.currentValue);
}

const BUILTIN_ACCESSORS = [
  CheckboxControlValueAccessor,
  RangeValueAccessor,
  NumberValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
];

export function isBuiltInAccessor(valueAccessor: ControlValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some((a) => valueAccessor.constructor === a);
}

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;
}

https://github.com/angular/angular/issues/3011 is implemented
defaultValueAccessor) {
  if (builtinAccessor) {
    _throwError(dir, 'More than one built-in value accessor matches form control with');
  } else if (customAccessor) {
    _throwError(dir, 'More than one custom value accessor matches form control with');
  } else {
    _throwError(dir, 'No valid value accessor for form control with');
  }
}

if (customAccessor) return customAccessor;
if (builtinAccessor) return builtinAccessor;
if (defaultAccessor) return defaultAccessor;
if (isBuiltInAccessor(v)) {
  defaultAccessor = v;
}
else if (isBuiltInAccessor(v)) {
  if (builtinAccessor) {
    _throwError(dir, 'More than one built-in value accessor matches form control with');
  } else if (customAccessor) {
    _throwError(dir, 'More than one custom value accessor matches form control with');
  } else {
    if (customAccessor) return customAccessor;
    if (builtinAccessor) return builtinAccessor;
    if (defaultAccessor) return defaultAccessor;
  }
}

export function removeDir<T>(list: T[], el: T): void {
  const index = list.indexOf(el);
  if (index > -1) list.splice(index, 1);
}

// TODO(kara): remove after deprecation period
export function _ngModelWarning(name: string, type: {_ngModelWarningSentOnce: boolean}, instance: {_ngModelWarningSent: boolean}, warningConfig: string | null) {
  if (!isDevMode() || warningConfig === 'never') return;

  if (((warningConfig === null || warningConfig === 'once') && !type._ngModelWarningSentOnce) ||
      (warningConfig === 'always' && !instance._ngModelWarningSent)) {
    ReactiveErrors.ngModelWarning(name);
    type._ngModelWarningSentOnce = true;
    instance._ngModelWarningSent = 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 {EventEmitter} from '@angular/core';
import {Observable} from 'rxjs';
import {composeAsyncValidators, composeValidators} from './directives/shared';
import {AsyncValidatorFn, ValidationErrors, ValidatorFn} from './directives/validators';
import {toObservable} from './validators';

/**
 * Reports that a FormControl is valid,
 * meaning that no errors exist in the input value.
 *
 * @see `status`
 */
export const VALID = 'VALID';

/**
 * Reports that a FormControl is invalid, meaning that an error exists in the input value.
 *
 * @see `status`
 */
export const INVALID = 'INVALID';

/**
 * Reports that a FormControl is pending, meaning that async
 * validation is occurring and no errors are not yet available for the input value.
 *
 * @see `status`
 * @see `markAsPending`
 */
export const PENDING = 'PENDING';

/**
 * Reports that a FormControl is disabled,
 * meaning that the control is exempt from ancestor
 * calculations of validity or value.
 *
 * @see `markAsDisabled`
 * @see `status`
 */
export const DISABLED = 'DISABLED';

function _find(control: AbstractControl, path: Array<string | number> | string, delimiter: string) {
  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.controls.hasOwnProperty(name as string) ?
        controlToFind.controls[name] : null;
    } else if (controlToFind instanceof FormArray) {
      controlToFind = controlToFind.at(<number>name) || null;
    } else {
      controlToFind = null;
    }
  });
  return controlToFind;
}

function coerceToValidator(validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null): ValidatorFn | null {
  const validator = (isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).validators :
                                     validatorOrOpts) as ValidatorFn |
                   ValidatorFn[] | null;
  return Array.isArray(validator) ? composeValidators(validator) : validator ||

  function coerceToAsyncValidator(asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[] | null,
                                   validatorOrOpts?: ValidatorFn |
                                    ValidatorFn[] | AbstractControlOptions | null): AsyncValidatorFn | null {
    const origAsyncValidator = (isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).asyncValidators :
                        asyncValidator) as AsyncValidatorFn |
                     AsyncValidatorFn | null;
    return (validatorOrOpts as AbstractControlOptions).asyncValidators ?
                        origAsyncValidator as AsyncValidatorFn |
                        null; : return AsyncValidatorFn || null;
}

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Open Source Used In MSX SD-Access Service Pack 3.9.0

```javascript
upon.

fn(isOptionsObj(validatorOrOpts?: ValidatorFn)): boolean {
  return validatorOrOpts !== null &&
  isArray(validatorOrOpts) &&
  typeof validatorOrOpts === 'object';
}

/**
 * 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.
 * @see [Forms Guide](guide/forms)
 * @see [Reactive Forms Guide](guide/reactive-forms)
 * @see [Dynamic Forms Guide](guide/dynamic-form)
 * @param validator The function that determines the synchronous validity of this control.
 * @param asyncValidator The function that determines the asynchronous validity of this control.
 */
export abstract class AbstractControl {
  /** @internal */
  // TODO(issue/24571): remove '!'.
  _pendingDirty !: boolean;

  /** @internal */
  // TODO(issue/24571): remove '!'.
  _pendingTouched !: boolean;

  /** @internal */
  // TODO(issue/24571): remove '!'.
  _onCollectionChange = () => {};

  /** @internal */
  // TODO(issue/24571): remove '!'.
  _updateOn !: FormHooks;

  // TODO(issue/24571): remove '!'.
  private _parent !: FormGroup | FormArray;
  private _asyncValidationSubscription: any;

  /**
   * The current value of the control.
   * @returns The current value.
   */
  public readonly value: any;

  /**
   * Initialize the AbstractControl instance.
   * @param validator The function that determines the synchronous validity of this control.
   */
  constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}

  /**
   * The validation status of the control. There are four possible validation status values:
   * * `VALID`: This control has passed all validation checks.
   * * `INVALID`: This control has failed at least one validation check.
   * * `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.
   * @param controlName A string representing the name of the control.
   */
  public readonly status !: string;

  /**
   * A control is `valid` when its `status` is `VALID`.
   * @returns True if the control has passed all of its validation tests.
   */
  get valid(): boolean {
    return this.status === VALID;
  }

  /**
   * A control is `invalid` when its `status` is `INVALID`.
   * @returns True if the control has failed one or more of its validation checks.
   */
  get invalid(): boolean {
    return this.status === INVALID;
  }

  /**
   * A control is `pending` when its `status` is `PENDING`.
   * @returns True if the control is in the process of conducting a validation check.
   */
  get pending(): boolean {
    return this.status === PENDING;
  }

  /**
   * A control is `disabled` when its `status` is `DISABLED`.
   * @returns True if the control is disabled.
   */
  get disabled(): boolean {
    return this.status === DISABLED;
  }

  /**
   * A control is `dirty` if the user has changed the value in the UI.
   * @returns True if the control has been marked as `touched`.
   */
  get dirty(): boolean {
    return this.pristine;
  }

  /**
   * True if the control is marked as `touched`.
   */
  get touched(): boolean {
    return true;
  }

  /**
   * A control is `pristine` if the user has not yet changed the value in the UI.
   * @returns True if the control is marked as `pristine`.
   */
  get pristine(): boolean {
    return false;
  }
```

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is marked `touched` once the user has triggered a `blur` event on it. It becomes marked `untouched` if the user has not yet triggered a `blur` event on it. Get untouched(): boolean { return !this.touched; }

* A multicasting observable that emits an event every time the value of the control changes, in the UI or programmatically. It also emits an event each time you call enable() or disable() without passing along the emitEvent: false as a function argument.

* A multicasting observable that emits an event every time the validation status of the control recalculates. @see AbstractControl.status

* Marks the control as `touched`. 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.

* Marks the control as `dirty`. A control becomes dirty when the control’s value is changed through the UI; compare `markAsTouched()`. If the control has any children, also marks all children as `untouched` and recalculates the `touched` status of all parent controls. @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.
/**
 * 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. @see markAsTouched() @see markAsUntouched() @see markAsDirty() @param opts Configuration options that determine how the control emits events after marking is applied. @param onlySelf: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false. @param markAsPristine(opts: {onlySelf?: boolean} = {}): void { (this as {pristine: boolean}).pristine = true; @param this._pendingDirty = false; @param this._forEachChild((control: AbstractControl) => { control.markAsPristine({onlySelf: true}); }); @param if (this._parent && !opts.onlySelf) { @param this._parent._updatePristine(opts); }} }
 */
markAsPristine(opts: {onlySelf?: boolean} = {}): void {
  (this as{pristine: boolean}).pristine = true;
  this._pendingDirty = false;
  this._forEachChild((control: AbstractControl) => {
    control.markAsPristine({onlySelf: true});
  });
  if (this._parent && !opts.onlySelf) {
    this._parent._updatePristine(opts);
  }
}

/**
 * Marks the control as `pending`. 
 *
 * A control is pending while the control performs async validation. @see markAsPristine @param onlySelf: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false. @param markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  (this as{status: string}).status = PENDING;
  if (opts.emitEvent !== false) {
    (this.statusChanges as EventEmitter<any>).emit(this.status);
  }
  if (this._parent && !opts.onlySelf) {
    this._parent.markAsPending(opts);
  }
}

/**
 * Disables the control. This means the control is exempt from validation checks and excluded from the aggregate value of any parent. Its status is `DISABLED`. @param onlySelf: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false. @param disable(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  (this as{status: string}).status = DISABLED;
  this._forEachChild((control: AbstractControl) => {
    const skipPristineCheck = this._parentMarkedDirty({onlySelf: opts.onlySelf});
    control.disable({...opts, onlySelf: true});
  });
  if (this as{errors: ValidationErrors | null}).errors = null;
  this._parent._updateValue({onlySelf: true, emitEvent: false});
  if (opts.emitEvent !== false) {
    (this.valueChanges as EventEmitter<any>).emit(this.value);
  }
  if (this._parent && !opts.onlySelf) {
    this._parent.updateValueAndValidity({onlySelf: false});
  }
}

/**
 * Enables the control. This means the control is included in validation checks and the aggregate value of its parent. Its status recalculates based on its value and its validators. @param onlySelf: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false. @param enable(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  (this as{status: string}).status = VALID;
  this._forEachChild((control: AbstractControl) => {
    control.enable({...opts, onlySelf: true});
  });
  this.updateValueAndValidity({onlySelf: true, emitEvent: false});
  if (opts.emitEvent !== false) {
    (this.valueChanges as EventEmitter<any>).emit(this.value);
  }
  if (this._parent && !opts.onlySelf) {
    this._parent.updateValueAndValidity({onlySelf: true});
  }
}

private _updateAncestors(
    opts: {
        onlySelf?: boolean,
        emitEvent?: boolean,
        skipPristineCheck?: boolean
    } = {}
) {
    if (this._parent && !opts.onlySelf) {
        this._parent.updateValueAndValidity({onlySelf: true, emitEvent: false});
    }
    if (this as{status: string}).status = DISABLED;
    this._forEachChild((control: AbstractControl) => {
        control.disable({onlySelf: true});
    });
    if (this._parent && !opts.onlySelf) {
        this._parent.updateValueAndValidity({onlySelf: true, emitEvent: false});
    }
    if (this as{status: string}).status = VALID;
    this._forEachChild((control: AbstractControl) => {
        control.enable({onlySelf: true});
    });
    if (this._parent && !opts.onlySelf) {
        this._parent.updateValueAndValidity({onlySelf: true});
    }
    if (this as{status: string}).status = DISABLED;
    this._forEachChild((control: AbstractControl) => {
        control.disable({onlySelf: true});
    });
    if (this._parent && !opts.onlySelf) {
        this._parent.updateValueAndValidity({onlySelf: true});
    }
}
this._parent._updatePristine();

this._parent._updateTouched();

this._parent._updatePristine();

* Sets the value of the control. Abstract method (implemented in sub-classes).

abstract setValue(value: any, options?: Object): void;

abstract patchValue(value: any, options?: Object): void;

abstract reset(value?: any, options?: Object): void;

abstract updateValueAndValidity(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void;

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();
    }
}

/**
   * @description
   * Reports error data for the
   * control with the given path.
   *
   * @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.
   * @returns error data for that particular error. If the
   * control data, or if the control is
   * an array or a non-string value, returns null.
   */

**

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control or error is not present,
   * null is returned.
   */
  getError(errorCode: string, path?:
    Array<string|number>)string): any {
    const control = path ? this.get(path) : this;
    return control &&
            control.errors ? control.errors[errorCode] : null;
  }

  /**
   * @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.
   */
  hasError(errorCode: string, path?:
    Array<string|number>|string): boolean {
    return !!this.getError(errorCode, path);
  }

  /**
   * Retrieves the top-level ancestor of this control.
   */
  get root(): AbstractControl {
    let x: AbstractControl = this;

    while(x._parent) {
      x = x._parent;
    }

    return x;
  }

  /** @internal */
  _updateControlsErrors(emitEvent:
    boolean): void {
    (this as{status: string}).status = this._calculateStatus();

    if (emitEvent) {
      (this.statusChanges as EventEmitter<string>).emit(this.status);
    }

    if (this._parent) {
      this._parent._updateControlsErrors(emitEvent);
    }

  }

  /** @internal */
  _initObservables() {
    (this as{valueChanges: Observable<any>}).valueChanges = new EventEmitter();
    (this as{statusChanges: Observable<any>}).statusChanges = new EventEmitter();
  }

  private _calculateStatus(): string {
    if (this._allControlsDisabled()) return DISABLED;
    if (this.errors) return INVALID;
    if (this._anyControlsHaveStatus(PENDING)) return PENDING;
    if (this._anyControlsHaveStatus(INVALID))
      return INVALID;
    return VALID;
  }

  /**
   * Check to see if parent has been marked artificially dirty.
   */
  private _parentMarkedDirty(onlySelf?: boolean): boolean {
    const parentDirty = this._parent && this._parent.dirty;
    return !onlySelf && parentDirty && !this._parent._anyControlsDirty();
  }

  /**
   * Tracks the value and
   * validation status of an individual form control.
   * 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 `AbstractControl`
  @see [Reactive Forms Guide](guide/reactive-forms)
  @see Usage Notes

  Initializing Form Controls
   * * Instantiate a
 FormControl, with an initial value. const control = new FormControl('some value');

```ts
const control = new FormControl('some value');
```

console.log(control.value); // 'some value'

### Configure the control to update on a blur event

```ts
const control = new FormControl('', { updateOn: 'blur' });
```

### Configure the control to update on a submit event

```ts
const control = new FormControl('', { updateOn: 'submit' });
```

### Reset the control back to an initial value

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset('Drew');
```

```ts
control.reset({ value: 'Drew', disabled: true });
```

### Configure the control with a sync validator

```ts
const control = new FormControl('', Validators.required);
```

### Configure the control with an options object

```ts
const control = new FormControl('', { validators: Validators.required });
```

### Reset the control back to an initial value and disabled

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset({ value: 'Drew', disabled: true });
```

### Configured to update on a blur event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Configured to update on a submit event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Reset the control back to an initial value

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Reset the control back to an initial value and disabled

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Configured to update on a blur event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Configured to update on a submit event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Reset the control back to an initial value

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Reset the control back to an initial value and disabled

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Configured to update on a blur event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

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```

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const control = new FormControl('Nancy');
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control.reset();
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```

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```ts
control.reset();
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control.reset();
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control.reset();
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const control = new FormControl('Nancy');
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const control = new FormControl('Nancy');
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control.reset();
```

### Reset the control back to an initial value

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

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const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Configured to update on a blur event

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const control = new FormControl('Nancy');
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```ts
control.reset();
```

### Configured to update on a submit event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

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control.reset();
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control.reset();
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control.reset();
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control.reset();
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control.reset();
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```

```ts
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```

### Configured to update on a blur event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```

### Configured to update on a submit event

```ts
const control = new FormControl('Nancy');
```

```ts
control.reset();
```
does behave differently.

```typescript
/**
 * Resets the form control, marking it ‘pristine’ and ‘untouched’, and setting * the value to null. *
 */
.patchValue(value: any, options: {
  onlySelf?: boolean,
  emitEvent?: boolean,
  emitModelToViewChange?: boolean,
  emitViewToModelChange?: boolean
} = {}): void {
  this.setValue(value, options);
}

/**
 * Resets the form control, marking it ‘pristine’ and ‘untouched’, and setting * the value to null. *
 */
.reset(formState: any = null, options: {onlySelf?: boolean,
  emitEvent?: boolean} = {}): void {
  this._applyFormState(formState);
  this.markAsPristine(options);
  this.markAsUntouched(options);
  this.setValue(this.value, options);
  this._pendingChange = false;
}

/**
 * @internal
 */
._updateValue() {}

/**
 * @internal
 */
._anyControls(condition: Function): boolean { return false; }

/**
 * @internal
 */
._allControlsDisabled(): boolean { return this.disabled;

  return return false;
}

/**
 * @internal
 */
._forEachChild(cb: Function): void {}

/** @internal */
._syncPendingControls(): boolean {
  if (this.updateOn === 'submit') {
    if (this._pendingDirty) this.markAsDirty();
    if (this._pendingTouched) this.markAsTouched();
    if (this._pendingChange) {
      this.setValue(this._pendingValue, {onlySelf: true, emitModelToViewChange: false});
      return true;
    }
  }
  return false;
}

private _applyFormState(formState: any) {
  if (this._isBoxedValue(formState)) {
    (this as {value: any}).value = this._pendingValue = formState.value;
    formState.disabled ? this.disable({onlySelf: true, emitEvent: false}) :
                           this.enable({onlySelf: true,

  emitEvent: false});
  } else {
    (this as {value: any}).value = this._pendingValue = formState;
  }
}

/**
 * Tracks the value and validity state of a group of `FormControl` instances.
 * A `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 value
 * and status of its children. For example, if one of the controls in a group is
 * invalid, the entire group becomes invalid.

 * 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.

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 * 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.
'blur', unless the child has explicitly specified a different `updateOn` value.

```ts
const c = new FormGroup({
  one: new FormControl()
}, { updateOn: 'blur' });
```
Object.keys(value).forEach(name => {
  this._throwIfControlMissing(name);
  this.updateValueAndValidity({name: name, onlySelf: true, emitEvent: options.emitEvent});
});

this.updateValueAndValidity(Options);/*

### Patch the value for a form group

const form = new FormGroup(
  {
    first: new FormControl(),
    last: new FormControl() /* }, )
  }) *

  function(log(form.value), // (first: name, last: last) *
  form.patchValue({first: 'Nancy'}));

  * const form = new FormGroup(
  {
    first: new FormControl(),
    last: new FormControl() *)

  * 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 updated. * When false, no events are emitted. * The configuration options are passed to the [AbstractControl#updateValueAndValidity](https://www.stevenstergard.no/blog/2009/09/abstractcontrol) method.

  */

  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);
  }

  reset(value: any = {}, options: {
    onlySelf?: boolean,
    emitEvent?: boolean
  } = {}): void {
    this._forEachChild((control: AbstractControl, name: string) => {
      control.reset(value[name], {onlySelf: true, emitEvent: options.emitEvent});
    });

    this._updatePristine(options);
    this._updateTouched(options);
    this.updateValueAndValidity(options);
  }

  /**
   * The aggregate value of the `FormGroup`, including any disabled controls.
   *
   * Retrieves all values regardless of disabled status. * The `value` property is the best way to get the value of the group, because it excludes disabled controls in the `FormGroup`.
   *
   * * @link AbstractControl#updateValueAndValidity
   * * updateValueAndValidity
   * @type {any}
   */

  getRawValue(): any {
    return this._reduceChildren(
      {}, (acc: {
        [k: string]: AbstractControl
      }, control: AbstractControl, name: string) => {
          acc[name] = control instanceof FormControl ? control.value : (<any>control).getRawValue();
          return acc;
        });
  }

  /** @internal */
  _syncPendingControls(): boolean {
    let subtreeUpdated = this._reduceChildren(false, (updated: boolean, child: AbstractControl) => {
      return child._syncPendingControls() ? true : updated;
    });

    if (subtreeUpdated) this.updateValueAndValidity({onlySelf: true});

    return subtreeUpdated;
  }

  /** @internal */
  _throwIfControlMissing(name: string): void {
    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).');

    }
    if (!this.controls[name]) {
      throw new Error(`Cannot find form control with name: ${name}.`);
    }
  }

  /** @internal */
  _forEachChild(cb: (v: any, k: string) => void): void {
    Object.keys(this.controls).forEach(k => cb(this.controls[k], k));
  }

  /** @internal */
  _setUpControls(): void {
    this._forEachChild((control: AbstractControl) => {
      control.setParent(this);
      control._registerOnCollectionChange(this._onCollectionChange);
    });
  }

  /** @internal */
  _updateValue(): void {
    (this as{value: any}).value = this._reduceValue();
  }

  /** @internal */
  _anyControls(condition: Function): boolean {
    let res = false;
    this._forEachChild((control: AbstractControl, name: string) => {
      res = res || (this.contains(name) && condition(control));
    });
    return res;
  }

  /** @internal */
  _reduceValue() {
    return this._reduceChildren([], (acc: {[k: string]: AbstractControl}, control: AbstractControl, name: string) => {
      if (control.enabled || this.disabled) {
        acc[name] = control.value;
      }
      return acc;
    });
  }

  /** @internal */
  _reduceChildren(initValue: any, fn: Function) {
    let res = initValue;
    this._forEachChild((control: AbstractControl, name: string) => { res = fn(res, control, name); });
    return res;
  }

  /** @internal */
  _allControlsDisabled(): boolean {
    for (const controlName of Object.keys(this.controls)) {
      if (this.controls[controlName].enabled) {
        return false;
      }
    }
    return Object.keys(this.controls).length > 0 || this.disabled;
  }

  /** @internal */
  _checkAllValuesPresent(value: any): void {
    this._forEachChild((control: AbstractControl, name: string) => {
      if (value[name] === undefined) {
        throw new Error(`Must supply a value for form control with name: '${name}'.`);
      }
    });
  }
}

/**
 * Tracks the value and validity state of an array of `FormControl`, `FormGroup` or `FormArray` instances.
 * It calculates its status by reducing the status values of its children. For example, if one of the controls is valid while all others are invalid, the entire array becomes invalid.
 * A `FormArray` is one of the three fundamental building blocks used to define forms in Angular. Along with `FormControl` and `FormGroup`, `FormArray` interfaces are part of the `AbstractControl` hierarchy. They enable you to define a form that includes an array of controls.
 *
 * @usageNotes
 *
 * ### Create a form array
 *
 * ```
 * const arr = new FormArray([new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew')]);
 *
 * console.log(arr.value);   // ['Nancy', 'Drew']
 * console.log(arr.status);  // 'VALID'
 * ```
 *
 * ### Create a form array with array-level validators
 *
 * You can include array-level validators and async validators. These come in handy when you want to apply validation that considers the value of more than one child control.
 *
 * ```
 * 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 control's `updateOn` property. If you set `updateOn` to 'blur' at the array level, all children default to 'blur', unless the child has a different `updateOn` value.
 *
 * ```
 * const arr = new FormArray([new FormControl(), new FormControl()], {updateOn: 'blur'});
 * ```
 *
 * @publicApi
 */
export class FormArray extends AbstractControl {
  /**
   * Creates a new `FormArray` instance.
   *
   * @param controls An array of child controls. Each child control is given an index where it is registered.
   *
   * @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, or a constructor of an async validator class.
   */
  constructor(
      public controls: AbstractControl[],
      validatorOrOpts?: ValidatorFn|ValidatorFn[],
      asyncValidator?: AsyncValidatorFn|AsyncValidatorFn[]|null) {
    super(
      null, coercToValidator(validatorOrOpts),
      coercToAsyncValidator(asyncValidator));
    this._initObservables();
    this._setUpUpdateStrategy(validatorOrOpts);
    this._setUpControls();
  }
this.updateValueAndValidity({onlySelf: true, emitEvent: false});

  /**
   * Get the `AbstractControl` at the given `index` in the array.
   */
  at(index: number): AbstractControl { return this.controls[index]; }

  /**
   * Insert a new `AbstractControl` at the given `index` in the array.
   */
  insert(index: number, control: AbstractControl): void {
    this.controls.splice(index, 0, control);
    this._registerControl(control);
    this.updateValueAndValidity();
  }

  /**
   * Remove the control at the given `index` in the array.
   */
  removeAt(index: number): void {
    if (this.controls[index]) this.controls[index]._registerOnCollectionChange(() => {});
    this.controls.splice(index, 1);
    this.updateValueAndValidity();
  }

  /**
   * Replace an existing control.
   */
  setControl(index: number, control: AbstractControl): void {
    if (this.controls[index]) this.controls[index]._registerOnCollectionChange(() => {});
    this.controls.splice(index, 1);

    if (control) {
      this.controls.splice(index, 0, control);
      this._registerControl(control);
    }

    this.updateValueAndValidity();
    this._onCollectionChange();
  }

  /**
   * Length of the control array.
   */
  get length(): number { return this.controls.length; }

  /**
   * Sets the value of the `FormArray`. It accepts an array that matches the
   * structure of the control.
   */
  setValue(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    this._checkAllValuesPresent(value);
    value.forEach((newValue: any, index: number) => {
      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.
   */
  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
```typescript
/**
 * The aggregate value of the array, including any disabled controls.
 * 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.
 */
  getRawValue(): any[] {
    return this.controls.map((control: AbstractControl) => {
      return control
          instanceof FormControl ? control.value : (<any>control).getRawValue();
    });
  }

  /** @internal */
  _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;
  }

  /** @internal */
  _throwIfControlMissing(index: number): void {
    if (!this.controls.length) {
      throw new Error(`
        There are no form controls registered with this array yet. If you're using ngModel,
        you may want to check next tick (e.g. use setTimeout).
      `);
    }
    if (!this.at(index)) {
      throw new Error(`Cannot find form control at index: ${index}`);
    }
  }

  /** @internal */
  _allControlsDisabled(): boolean {
    for (const control of this.controls) {
      if (control.enabled) return false;
    }
    return this.controls.length > 0 || this._allControlsDisabled();
  }

  private _registerControl(control: AbstractControl) {
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
  }
```
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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 all `<form>` tags. 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 necessary, Listening for form submission. The following example shows how to capture the form values from the `ngSubmit` 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 necessary, Listening for form submission.

> The following example shows how to change the `updateOn` option from its default using `ngFormOptions`.

```html
<form [ngFormOptions]="{updateOn: 'blur'}">
  <input name="one" ngModel>  <!-- this ngModel will update on blur -->
</form>
```

> 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 an `NgModel` 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>
```

NgForm extends ControlContainer implements Form, 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;

  /**
   * Event emitter for the `ngSubmit` event.
   */
  ngSubmit = new EventEmitter();

  /**
   * Tracks options for the `NgForm` instance.
   */
  * @description
   * Sets the default `updateOn` value for all child `NgModels` below it unless explicitly set by a child `NgModel` using `ngModelOptions`. Default to `change`. Possible values: `change` | `blur` | `submit`. * 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 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 necessary, Listening for form submission. The following example shows how to capture the form values from the `ngSubmit` event.

> The following example shows how to change the `updateOn` option from its default using `ngFormOptions`.

```html
<form [ngFormOptions]="{updateOn: 'blur'}">
  <input name="one" ngModel>  <!-- this ngModel will update on blur -->
</form>
```
view is initialized. For internal use only.

```typescript
ngAfterViewInit() { this._setUpdateStrategy(); }

ngAfterViewInit() { this._setUpdateStrategy(); }

get formDirective(): Form { return this; }

group = GetterGroup();

return new FormGroup({});

setUpFormContainer(group, dir);

container.registerControl(dir.name, group);

group.updateValueAndValidity({emitEvent: false});

protected = new FormGroup({});

group = this._group;

setUpFormContainer(group, dir);

container.registerControl(dir.name, group);

group.updateValueAndValidity();

if (container) {
  container.removeControl(dir.name);
}

syncPendingControls(this.form, this._directives);

this._directives.push(dir);

/**
 * @description
 * Returns the FormControl instance from the 
 * provided `NgModel` directive.
 * @param dir The `NgModel` directive instance.
 * @return {FormControl} the FormControl 
 * instance.
 */

getControl(dir: NgModel): FormControl { return <FormControl>this.form.get(dir.path); }

/**
 * @description
 * Removes the `NgModel` instance from the form.
 * @param dir The `NgModel` directive instance.
 */

removeControl(dir: NgModel): void { 
  resolvedPromise.then(() => {
    const container = this._findContainer(dir.path);
    removeDir<NgModel>(this._directives, dir);
    if (container) {
      container.removeControl(dir.name);
    }
  });
}

/**
 * @description
 * Adds a new 
 * `NgModelGroup` directive instance to the form.
 * @param dir The `NgModelGroup` directive instance.
 */

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});
  });
}

/**
 * @description
 * Removes the `NgModelGroup` directive instance from the form.
 * @param dir The `NgModelGroup` directive instance.
 */

removeFormGroup(dir: NgModelGroup): void { 
  resolvedPromise.then(() => {
    const container = this._findContainer(dir.path);
    if (container) {
      container.removeControl(dir.name);
    }
  });
}

/**
 * @description
 * Retrieves the `FormGroup` for a provided `NgModelGroup` directive instance
 * @param dir The `NgModelGroup` directive instance.
 */

getFormGroup(dir: NgModelGroup): FormGroup { return <FormGroup>this.form.get(dir.path); }

/**
 * @description
 * Method called when the "submit" event is triggered on the form.
 * Triggers the 'ngSubmit' emitter to emit the 'submit' event as its payload.
 */

onSubmit($event: Event): boolean { (this as {submitted: boolean}).submitted = true;

ngSubmit.emit($event);

return false;
}

/**
 * @description
 * Method called when the "reset" event is triggered on the form.
 */

onReset(): void {
  this.resetForm();
}

resetForm(value: any = undefined): void {
  this.form.reset(value);
  (this as {submitted: boolean}).submitted = false;
}
```

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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
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```
import {composeAsyncValidators, composeValidators, controlPath} from './shared';
import {AsyncValidatorFn, ValidatorFn} from './validators';
import {composeAsyncValidators, composeValidators, controlPath} from './shared';
import {AsyncValidatorFn, ValidatorFn} from './validators';

/**
 * @description
 * A base class for code shared
 * between the `NgModelGroup` and `FormGroupName` directives.
 *
 * @publicApi
 */
export class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {
  /**
   * @description
   * The parent control for the group
   *
   * @internal
   */
  _parent #: ControlContainer;

  /**
   * @description
   * An array of synchronous validators for the group
   *
   *
   * @internal
   */
  _validators #: any[];

  /**
   * @description
   * An array of async validators for the group
   *
   *
   * @internal
   */
  _asyncValidators #: any[];

  /**
   * @description
   * An internal callback method triggered on the instance
   * after the inputs are set.
   *
   * @param {FormGroup} the group's parent form.
   * @param {NgOnInit} the group's parent form.
   */
  ngOnInit(): void {
    this._checkParentType();
    this.formDirective!.addFormGroup(this);
  }

  /**
   * @description
   * An internal callback method triggered before the instance is destroyed.
   * Removes the group from its parent group.
   */
  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeFormGroup(this);
    }
  }

  /**
   * @description
   * The `FormGroup` bound to this directive.
   */
  get control(): FormGroup {
    return this.formDirective!.getFormGroup(this);
  }

  /**
   * @description
   * The path to this group from the top-level directive.
   */
  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.
   */
  get formDirective(): Form|null { return this._parent ? this._parent.formDirective : null; }

  /**
   * @description
   * The synchronous validators registered with this group.
   */
  get validator(): ValidatorFn|null { return composeValidators(this._validators); }

  /**
   * @description
   * The async validators registered with this group.
   */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._asyncValidators);
  }

  /** @internal */
  _checkParentType(): void{}
}
```
`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`.
   */
  // TODO(issue/24571): remove '!'.

  @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)) {
      TemplateDrivenErrors.modelGroupParentException();
    }
  }
}

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

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 {NgForm} from './ng_form';
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.
 */

useExisting: forwardRef() => NgModelGroup);

This directive can only be used as a child of 'NgForm' (within '<form>' tags).

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 * Provide a name for the sub-group and it will become the key * for 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"`).

The following example shows you how to combine controls together in a sub-group of the form:

```typescript
import {NgModelGroup} from './ng_model_group';

export class MyComponent
{
  myForm: NgForm;
  myGroup: NgModelGroup;

  constructor() {
    this.myForm = new NgForm();
    this.myGroup = new NgModelGroup('myGroup', this.myForm);
  }

  setValue(value: string) {
    this.myGroup.setValue(value);
    this.myForm.markAllAsTouched();
  }
}
```

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!
- If `const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef() => NgModel};

Promise.resolve(null))):

* `ngModel` forces an additional change detection run when its inputs change:
  - E.g. `\n * `ngModel` can export itself on the element and then be used in the template.
  - Normally, this would result in 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.
  - This is a general problem when using `exportAs` for directives!
  - If `const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef() => NgModel};

Promise.resolve(null)):

* A `FormControl` instance from a domain model and
  - binds it to a form control element.

* `<div>

* `ngModel` can export itself on the element and then be used in the template.

* Normally, this would result in 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.

* This is a general problem when using `exportAs` for directives!

* 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.

* Exporting the directive into a local template variable using `ngModel` as the key (ex: `#myVar="ngModelValue"`).

You then access the control using
the directive’s `control` property, \(\text{\*\*\* but most properties used (like \`valid\' and \`dirty\') fall through to the control anyway for direct access. \text{\*\*\* See a full list of properties directly available in `AbstractControlDirective` in 4029}\) Using ngModel on a standalone control in * The following examples show a simple standalone control using `ngModel` in * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute in * so that the control can be registered with the parent form under that name. in * 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 in * than the domain model's value on submit. in * * * Using ngModel within a form in * The following example shows controls using `ngModel` within a form: in * *[example forms/ts/simpleNgModel/simple_ng_model_example.ts region=Component]* in * * * Using a standalone ngModel within a group in * * * The following example shows how you use to use a standalone ngModel control in * within a form. This controls the display of the form, but doesn't contain form data. in * `<form>` in * * * `<input name="Login\" ngModel placeholder="Login\" * * * `ngModelOptions\"="{standalone: true}\">\n``\n```
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 */

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

/**
 * @description
 *
 * Adds `novalidate` attribute to all forms by default. If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute;
 * `<form ngNativeValidate>`<form>/ngNativeValidate</form>
 *
 * `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 FormsModule
 */
@Directive({
  selector: 'form:not([ngNoForm]):not([ngNativeValidate]):host({novalidate: ":"})',
})
export class ɵNgNoValidate {
}

export {ɵNgNoValidate as NgNoValidate};

/**
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 */

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 '../reactive_errors';
import {_ngModelWarning, composeAsyncValidators, composeValidators, isPropertyUpdated, selectValueAccessor, setUpControl} from '../shared';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '../validators';

/**
 * Token to provide to turn off the ngModel warning on formControl and formControlName.
 */
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 [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.
 *
 * ```
 * {@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}
 * ```
 *
 * ### 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';
 * ```
 *
 * This has been deprecated for a few reasons. First, developers have found this pattern confusing. It allows getting/settng 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 form directives (and get/set values using reactive forms patterns) or switch over to template-driven directives. After (choice 2 - use template-driven forms):
 *
 * ```html
 * <input [formControl]='\"control\"'>
 * ```
 *
 * ```ts
 * thisControl.setValue('some value');
 * ```
 *
 * By default, when you use this pattern, you will see a deprecation warning once in dev.
 *
 * You can choose to silence this warning by providing a config for ReactiveFormsModule at import time:
 *
 * ```ts
 * {@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}
 * ```
 *
 * ```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.
 *
 * ```ts
 * {@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}
 * ```
 *
 * export class
FormControlDirective extends NgControl implements OnChanges {

    * @description
    * Internal reference to the view model value.
    */
    viewModel: any;

    /**
     * @description
     * Tracks the `FormControl` instance bound to the directive.
     */
    @Input('formControl') form!: FormControl;

    /**
     * @description
     * Triggers a warning that this input should not be used with
     * reactive forms.
     */
    @Input('disabled') set isDisabled(disabled: boolean) {
      ReactiveErrors.disabledAttrWarning();
    }

    @Input('disabled') set isDisabled(disabled: boolean) {
      ReactiveErrors.disabledAttrWarning();
    }

    @Input('ngModel') model: any;

    @Output('ngModelChange') update = new EventEmitter();

    /**
     * @description
     * Static property used to track whether any ngModel warnings have been sent across
     * all instances of FormControlDirective. Used to support warning config of 'always'.
     */
    static _ngModelWarningSentOnce = false;

    /**
     * @description
     * Instance property used to track whether an ngModel warning has been sent out for this
     * particular `FormControlDirective` instance. Used to support warning config of 'always'.
     */
    _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);
    }

    ngOnChanges(changes: SimpleChanges): void {
      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)) {
        ReactiveErrors.ngModelWarning(ngModelChange: SimpleChanges);
        this.form.setValue(this.model);
        this.viewModel = this.model;
      }
    }

    get path(): string[] { return []; }

    get validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }

    get asyncValidator(): AsyncValidatorFn|null {
      return composeAsyncValidators(this._rawAsyncValidators);
    }

    @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
    * directive.
    */
    get asyncValidator(): AsyncValidatorFn|null {
      return composeAsyncValidators(this._rawAsyncValidators);
    }

    /**
     * @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[] { return []; }

    /**
     * @description
     * The `FormControl` bound to this directive.
     */
    get form(): FormControl {
      return this.formRef; }
composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer,
syncPendingControls] from '../shared';

import { FormControlName } from '../shared';

import { FormArrayName, FormGroupName } from './form_group_name';

export const formDirectiveProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => 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 Reactive Forms Guide (guide/reactive-forms)
 * @see `AbstractControl`
 *
 * ### Register Form Group
 *
 * The following example registers a `FormGroup` with first name and last name controls,
 *
 * @ngModule
 * @publicApi
 */
@Directive({
  selector: '[formGroup]',
  providers: [formDirectiveProvider],
  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},
  exportAs: 'ngForm'
})
export class FormGroupDirective extends ControlContainer implements Form,
    OnChanges {
  /**
   * @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.
   */
  @Input('formGroup') 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();
  }

  /**
   * A lifecycle method called when the form's inputs change. For internal use only.
   */
  ngOnChanges(changes:
      SimpleChanges): void {
    this._checkFormPresent();
    if (changes.hasOwnProperty('form')) {
      this._updateValidators();
      this._updateDomValue();
      this._updateRegistrations();
    }
  }

  /**
   * Returns this directive's instance.
   */
  get formDirective(): Form { return this; }

  /**
   * Returns the `FormGroup` bound to this directive.
   */
  get control(): FormGroup { return this.form; }

  /**
   * 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: FormControlName): FormControl {
    const ctrl: any = this.form.get(dir.path);
    setUpControl(ctrl, dir);
    ctrl.updateValueAndValidity({emitEvent: false});
    this.directives.push(dir);
  }

  /**
   * Retrieves the `FormGroup` for a provided `FormGroupName` directive instance.
   */
  getFormGroup(dir: FormGroupName): FormGroup {
  }

  /**
   * Removes the `FormGroup` instance from the internal list of directives.
   */
  removeFormGroup(dir: FormGroupName): void {
  }

  /**
   * Adds a new `FormArrayName` directive instance to the form.
   */
  addFormGroup(dir: FormGroupName): void {
  }

  /**
   * No-op method to remove the form group.
   */
  removeFormGroup(dir: FormGroupName): void {
  }

  Open Source Used In MSX SD-Access Service Pack 3.9.0  4033
directive instance.

```typescript
addFormArray(dir: FormArrayName): void {
  const ctrl = this.form.get(dir.path);
  setUpFormContainer(ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
}

removeFormArray(dir: FormArrayName): void {
  const ctrl = this.form.get(dir.path);
  setUpFormContainer(ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
}

getFormArray(dir: FormArrayName): FormArray {
  return this.form.get(dir.path);
}

updateModel(dir: FormControlName, value: any): void {
  const ctrl = 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;
}

onReset(): void {
  this.resetForm();
}

resetForm(value: any = undefined): void {
  this.form.reset(value);
  (this as {submitted: boolean}).submitted = false;
}

_updateDomValue() {
  this.directives.forEach(dir => {
    const newCtrl = this.form.get(dir.path);
    if (dir.control !== newCtrl) {
      cleanUpControl(dir.control, dir);
      if (newCtrl) setUpControl(newCtrl, dir);
      (dir as {control: FormControl}).control = newCtrl;
    }
  });
  this.form._updateTreeValidity({emitEvent: false});
}

_getRegistrations() {
  this.form._registerOnCollectionChange(() => this._updateDomValue());
  if (this._oldForm) this._oldForm._registerOnCollectionChange(() => {});
  this._oldForm = this.form;
}

_getValidators() {
  const sync = composeValidators(this._validators);
  this.form.validator = Validators.compose([this.form.validator, sync]);
  const async = composeAsyncValidators(this._asyncValidators);
  this.form.asyncValidator = Validators.composeAsync([this.form.asyncValidator, async]);
}

_checkFormPresent() {
  if (!this.form) {
    ReactiveErrors.missingFormException();
  }
}
```

---

**Open Source Used In MSX SD-Access Service Pack 3.9.0 4034**
FormGroup, and provides methods to retrieve the nested FormGroup and individual controls.

```typescript
/**
 * @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
 * to indices when iterating over groups in a 'FormArray'.
 */
@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
   * to indices when iterating over groups in a 'FormArray'.
   */
  // TODO(issue/24571): remove '!'.
  @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 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 FormGroup bound to this directive.
   * @return Returns the FormGroup associated with this directive.
   */
  get formGroup(): FormGroup {
    return this.formDirective!.getFormGroup(this);
  }

  /**
   * @description
   * The FormArray bound to this directive.
   * @return Returns the FormArray associated with this directive.
   */
  get formArray: FormArray {
    return this.formDirective!.getFormArray(this);
  }

  /**
   * @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 {string} [name] The name of the control.
   * @return Returns an array representing the path from the top-level form to this control.
   */
  path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  /**
   * @description
   * Synchronous validator function composed of all the synchronous validators registered with this directive.
   * @return Returns an array of synchronous validators.
   */
  validator(): ValidatorFn[] {
    return composeValidators(validators, this._asyncValidators);
  }

  /**
   * @description
   * Async validator function composed of all the async validators registered with this directive.
   * @return Returns an array of async validators.
   */
  asyncValidator(): AsyncValidatorFn[] {
    return composeAsyncValidators(asyncValidators, this._asyncValidators);
  }
}
```

Open Source Used In MSX SD-Access Service Pack 3.9.0 4035
private _checkParentType(): void {\n if (_hasInvalidParent(this._parent)) {\n
ReactiveErrors.arrayParentException();\n }\n }\n}\n\nfunction _hasInvalidParent(parent: ControlContainer):
boolean {\n return !(parent instanceof FormGroupName) && !(parent instanceof FormGroupDirective) &&\n
!(parent instanceof FormArrayName);\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, Host, Inject, Input, OnChanges, OnDestroy,
Optional, Output, Self, SimpleChanges, SkipSelf, forwardRef} from '@angular/core';\n\nimport {FormControl}
from '../../model';\nimport {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';\nimport
{AbstractFormGroupDirective} from '../abstract_form_group_directive';\nimport {ControlContainer} from
'../control_container';\nimport {ControlValueAccessor, NG_VALUE_ACCESSOR} from
'../control_value_accessor';\nimport {NgControl} from '../ng_control';\nimport {ReactiveErrors} from
'../reactive_errors';\nimport {_ngModelWarning, composeAsyncValidators, composeValidators, controlPath,
isPropertyUpdated, selectValueAccessor} from '../shared';\nimport {AsyncValidator, AsyncValidatorFn, Validator,
ValidatorFn} from '../validators';\n\nimport {NG_MODEL_WITH_FORM_CONTROL_WARNING} from
'./form_control_directive';\nimport {FormGroupDirective} from './form_group_directive';\nimport
{FormArrayName, FormGroupName} from './form_group_name';\n\nexport const controlNameBinding: any = {\n
provide: NgControl,\n useExisting: forwardRef(() => FormControlName)\n};\n\n/**\n * @description\n * Syncs a
`FormControl` in an existing `FormGroup` to a form control\n * element by name.\n * \n * @see [Reactive Forms
Guide](guide/reactive-forms)\n * @see `FormControl`\n * @see `AbstractControl`\n *\n * @usageNotes\n * \n *
### Register `FormControl` within a group\n *\n * The following example shows how to register multiple form
controls within a form group\n * and set their value.\n *\n * {@example
forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'}\n *\n * To see
`formControlName` examples with different form control types, see:\n *\n * * Radio buttons:
`RadioControlValueAccessor`\n * * Selects: `SelectControlValueAccessor`\n *\n * ### Use with ngModel\n *\n *
Support for using the `ngModel` input property and `ngModelChange` event with reactive\n * form directives has
been deprecated in Angular v6 and will be removed in a future\n * version of Angular.\n *\n * Now deprecated:\n
*\n * ```html\n * <form [formGroup]=\"form\">\n * <input formControlName=\"first\" [(ngModel)]=\"value\">\n *
</form>\n * ```\n *\n * ```ts\n * this.value = 'some value';\n * ```\n *\n * This has been deprecated for a few reasons.
First, developers have found this pattern\n * confusing. It seems like the actual `ngModel` directive is being used,
but in fact it's\n * an input/output property named `ngModel` on the reactive form directive that simply\n *
approximates (some of) its behavior. Specifically, it allows getting/setting the value\n * and intercepting value
events. However, some of `ngModel`'s other features - like\n * delaying updates with `ngModelOptions` or
exporting the directive - simply don't work,\n * which has understandably caused some confusion.\n *\n * In
addition, this pattern mixes template-driven and reactive forms strategies, which\n * we generally don't recommend
because it doesn't take advantage of the full benefits of\n * either strategy. Setting the value in the template violates
the template-agnostic\n * principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in\n
* the class removes the convenience of defining forms in the template.\n *\n * To update your code before support is
removed, you'll want to decide whether to stick with\n * reactive form directives (and get/set values using reactive
forms patterns) or switch over to\n * template-driven directives.\n *\n * After (choice 1 - use reactive forms):\n *\n *
```html\n * <form [formGroup]=\"form\">\n * <input formControlName=\"first\">\n * </form>\n * ```\n *\n *
```ts\n * this.form.get('first').setValue('some value');\n * ```\n *\n * After (choice 2 - use template-driven forms):\n
*\n * ```html\n * <input [(ngModel)]=\"value\">\n * ```\n *\n * ```ts\n * this.value = 'some value';\n * ```\n *\n * By
default, when you use this pattern, you will see a deprecation warning once in dev\n * mode. You can choose to
silence this warning by providing a config for\n * `ReactiveFormsModule` at import time:\n *\n * ```ts\n * imports:
[\n * ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})\n * ]\n * ```\n *\n *
Alternatively, you can choose to surface a separate warning for each instance of this\n * pattern with a config value
of `\"always\"`. This may help to track down where in the code\n * the pattern is being used as the code is being
updated.\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\n@Directive({selector:

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setUpControl() {

this._checkParentType();

if (this.control.disabled && this.valueAccessor)

this.valueAccessor.$setDisabledState(!true);

this._added = true;

}

/**
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 *
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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 {Directive, Input, OnChanges, SimpleChanges, StaticProvider, forwardRef} from '@angular/core';
import {Observable} from 'rxjs';
import {AbstractControl} from '../model';
import {NG_VALIDATORS, Validators} from '../validators';
import {validators: validators, ngValidators: ngValidators,
* @description
* Defines the map of errors returned from failed validation checks.

* in * @publicApi
* * @export
type ValidationErrors = {
  * in * key: string
  * * @publicApi

* in * ng
* in * * @description
* in * Method that performs synchronous validation against the
* in * param
* control
* The control to validate against.

* in * * @returns
* in * otherwise null;

* in * validate(control: AbstractControl):

* in */**
* @description
* Registers a callback function to call when the validator inputs change.

* in * * @param fn
* The callback function.

* in * * @An
* registerOnValidatorChange?(fn: () => void): void;

* in * * @description
* An interface implemented by classes that perform
* asynchronous validation.

* in * * * @usageNotes
* ***
typescript
* @Directive({
  * in * * multi: true})

* in * * class

CustomValidatorDirective implements Validator {

validate(control: AbstractControl): ValidationErrors|null {

return {custom: true};

}

@Input()
get required(): boolean|string { return this._required; }

set required(value: boolean|string) {

this._required = value;

}

@description
* Provider which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.

* in * * @export
const REQUIRED_VALIDATOR: StaticProvider = {

provide: NG_VALIDATORS,

useExisting: CustomAsyncValidatorDirective,

* in * * * providers: [

* in * * @providing:
* * * NG_ASYNC_VALIDATORS,
* * * useExisting: CustomAsyncValidatorDirective,

* in * * }])

class AsyncValidator {

validate(control: AbstractControl): Observable<ValidationErrors|null> {

return observableOf({'custom': true});

}

@description
* Provider which adds `CheckboxRequiredValidator` to the `NG_VALIDATORS` multi-provider list.

* in * * @export
const CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {

provide: NG_VALIDATORS,

useExisting: forwardRef(() => CheckboxRequiredValidator),

* in * * * providers: [

* in * * @providing:
* * * NGForms, UseExisting
*.checkbox

used in MSX SD-Access Service Pack 3.9.0 4038

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length validator

* \n
* The following example shows how to add a minimum length validator to an input attached to an

* `ngModel` binding:

```html
<input name="firstName" ngModel minlength="4">
```
following example shows how to add a pattern validator to an input attached to an "ngModel binding:
```html
  <input name="firstName" ngModel pattern="[a-zA-Z \-]*">
```  
* @ngModule
ReactiveFormsModule
  * @ngModule FormsModule
  * @publicApi
  */
@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.
   */
  @Input() onChange !: () => void;

  ngOnChanges(changes: SimpleChanges): void {
    if ('pattern' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  validate(control: AbstractControl): ValidationErrors|null {
    return this._validator(control);}

  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  private _createValidator(): void {
    this._validator = Validators.pattern(this.pattern);}
}

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

import {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';
import {DefaultValueAccessor} from './directives/default_value_accessor';
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 {NumberValueAccessor} from './directives/number_value_accessor';
import {RadioControlValueAccessor} from './directives/radio_control_value_accessor';
import {RangeValueAccessor} from './directives/range_value_accessor';
import {FormControlDirective, NG_MODEL_WITH_FORM_CONTROL_WARNING} from './directives/reactive_directives/form_control_directive';
import {FormControlName} from './directives/reactive_directives/form_control_name';
import {FormGroupDirective} from './directives/reactive_directives/form_group_directive';
import {FormArrayName, FormGroupName} from './directives/reactive_directives/form_group_name';
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';
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.
 *
 * @see [Reactive Forms Guide](/guide/reactive-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 such 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 {
    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.validators != null ? options.validators : null;
        asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;
      }
    }

    return new FormGroup(controls, { validators, asyncValidators, updateOn });
  }

  /**
   * @description
   * Construct a new `FormControl` with the given state, validators and options.
   *
   * @param formState Initializes the control with an initial state 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.
   */
  control(
      formState: any,
      validatorOrOpts: any) { /* implementation */ }
}

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 */

import {ɵInternalFormsSharedModule as InternalFormsSharedModule} from './modules/forms/shared_module';

export {ɵInternalFormsSharedModule as InternalFormsSharedModule};
asyncValidator A single async validator or array of async validators
* 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">` *

* `## <code-example>` * @ @control * @ formState: any, validatorOrOpts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null

asyncValidatorFn[ValidatorFn][null]: FormControl

  `{ formState, validatorOrOpts, asyncValidator } =>
  return new FormControl(formState, validatorOrOpts, asyncValidator);

array(controlsConfig, validatorOrOpts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null, asyncValidator?:

  AsyncValidatorFn[AsyncValidatorFn][null]: FormArray

  `{ controlsConfig.map(c =>
    this._createControl(c)) } =>
  return new FormArray(controlsConfig, validatorOrOpts, asyncValidator);

  _reduceControls(controlsConfig: { [k: string]: any }): { [key: string]: AbstractControl } =>
  const controls = controlsConfig.map(c =>
    this._createControl(c));
  return controls;

  _createControl(controlConfig: any): AbstractControl =>
  if (controlConfig instanceof FormControl || controlConfig instanceof FormGroup ||
    controlConfig instanceof FormArray)
    return controlConfig;
  else if (Array.isArray(controlConfig))
    const value = controlConfig[0];
    const validator: ValidatorFn = controlConfig.length > 1 ? controlConfig[1] : null;
    return this.control(value, validator, asyncValidator);
  else {
    return this.control(controlConfig);
  }

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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');

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 */

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

import {InternalFormsSharedModule, NG_MODEL_WITH_FORM_CONTROL_WARNING, RADIO_CONTROL_VALUE_ACCESSOR, REACTIVE_DRIVEN_DIRECTIVES, TEMPLATE_DRIVEN_DIRECTIVES} from './directives';
import {RadioControlRegistry} from './directives/radio_control_value_accessor';
import {FormBuilder} from './form_builder';

/**
 * Exports the required providers and directives for template-driven forms,
 * making them available for import by NgModules that import this module.
 *
 * @see [Forms Guide](/guide/forms)
 *
 * @see [Reactive Forms Guide](/guide/reactive-forms)
 *
 *
 * @publicApi
 */
@NgModule({
  declarations: TEMPLATE_DRIVEN_DIRECTIVES,
  providers: [RadioControlRegistry],
  exports: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]
})
export class FormsModule {

/**
 * 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.
 *
 * @deprecated as of v6 */

warnOnNgModelWithFormControl: 'never' | 'once' | 'always' = 'never';

ModuleWithProviders<ReactiveFormsModule>
```
NG_MODEL_WITH_FORM_CONTROL_WARNING:

useValue: opts.warnOnNgModelWithFormControl

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 */

/**
 * @module
 * @description
 * This module is used for handling user input, by defining and building a
 * 'FormGroup' that
 * consists of 'FormControl' objects, and mapping them onto the DOM. 'FormGroup'
 * objects can then be used to read information from the form DOM elements.
 * Forms providers are not included in default providers; you must import these providers
 * explicitly.
 */

export {ɵInternalFormsSharedModule} from './directives';
export {AbstractControlDirective} from
'./directives/abstract_control_directive';
export {AbstractFormGroupDirective} from
'./directives/abstract_form_group_directive';
export {CheckboxControlValueAccessor} from
'./directives/checkbox_value_accessor';
export {AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup} from
'./model';
export {NG_ASYNC_VALIDATORS, NG_VALIDATORS, Validators} from
'./validators';
export {VERSION} from './version';

export * from './form_providers';

export * from './src/forms';

// This file only reexports
content of the `src` folder. Keep it that way.

export * from './public_api';

export * from './index';

export {InternalFormsSharedModule as
ɵangular_packages_forms_forms_d,REACTIVE_DRIVEN_DIRECTIVES as
ɵangular_packages_forms_forms_c,SHARED_FORM_DIRECTIVES as
ɵangular_packages_forms_forms_a,TEMPLATE_DRIVEN_DIRECTIVES as
ɵangular_packages_forms_forms_b} from './src/directives';
export {CHECKBOX_VALUE_ACCESSOR as
ɵangular_packages_forms_forms_e} from './src/directives/checkbox_value_accessor';
export {DEFAULT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_f} from
'./src/directives/default_value_accessor';
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"version": 3,"sources": ["packages/forms/forms.umd.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","metadata","__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","fn","registerOnTouched","setDisabledState","isDisabled","Directive","selector","host","(change)","(blur)","providers","Renderer2","ElementRef","DefaultValueAccessor","COMPOSITION_BUFFER_MODE","_compositionMode","_composing","_isAndroid","get DOM","getUserAgent","test","toLowerCase","_handleInput","_compositionStart","_compositionEnd","(input)"],"_compositionStart","_compositionEnd","(input)","Optional","Injec
t,"_constructor","prototype","create","__defineProperty","Reflect","decorate","defineProperty","__param","paramIndex","decorator","_metadata","metadataKey","metadataValue","metadata","_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","fn","registerOnTouched","setDisabledState","isDisabled","Directive","selector","host","(change)","(blur)","providers","Renderer2","Elem
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eInput","_compositionStart","_compositionEnd","(input)"],"_compositionStart","_compositionEnd","(input)","Optional","Injec
t,"_constructor","prototype","create","__defineProperty","Reflect","decorate","defineProperty","__param","paramIndex","decorator","_metadata","metadataKey","metadataValue","metadata","_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","fn","registerOnTouched","setDisabledState","isDisabled","Directive","selector","host","(change)","(blur)","providers","Renderer2","Elem
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eInput","_compositionStart","_compositionEnd","(input)"],"_compositionStart","_compositionEnd","(input)","Optional","Injec
t,"_constructor","prototype","create","__defineProperty","Reflect","decorate","defineProperty","__param","paramIndex","decorator","_metadata","metadataKey","metadataValue","metadata","_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","fn","registerOnTouched","setDisabledState","isDisabled","Directive","selector","host","(change)","(blur)","providers","Renderer2","Elem
tRef","DEFAULT_VALUE_ACCESSOR","DefaultValueAccesso
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if (f(v), q.shift(), q.length) resume(q[0][0], q[0][1]); }
}

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 verb(n, f) { i[n] = o[n] ? function (v) { return (p = !p) ? { value: __await(o[n](v)), done: n === "return" } : f ? f(v) : v; } : f; }
    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 verb(n) { i[n] = o[n] && function (v) { return new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, v.done, v.value); }); }; }
        function function_settle(resolve, reject, d, v) {
            Promise.resolve(v).then(function (v) { resolve({ value: v, done: d }); }, reject);
        }
    }
}

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
    };
}

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

/**
 * Used to provide a `ControlValueAccessor` for form controls.
 *
 * @publicApi
 */

var NG_VALUE_ACCESSOR = new core.InjectionToken('NgValueAccessor');

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 */

CHECKBOX_VALUE_ACCESSOR = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: core.forwardRef(function () { return CheckboxControlValueAccessor; }),
    multi: true,
};

var CheckboxControlValueAccessor = /** @class */ (function () {
    function CheckboxControlValueAccessor(_renderer, _elementRef) {
        this._renderer = _renderer;
        this._elementRef = _elementRef;
        this.onChange = function (_) { };
        this.onTouched = 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 () {
        this.onTouched = function () { };
    };
    CheckboxControlValueAccessor.prototype.setDisabledState = function (isDisabled) {
        this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
    };
    CheckboxControlValueAccessor.prototype.__proto__ = core.Directive({
        selector: 'input[type=checkbox][formControlName],input[type=checkbox][formControl],input[type=checkbox][ngModel]',
    });
    CheckboxControlValueAccessor.__proto__ = core.Directive({
        selector: 'input[type=checkbox][formControl]',
    });
    CheckboxControlValueAccessor.prototype.__proto__ = core.Directive({
        selector: 'input[type=checkbox]',
    });
    CheckboxControlValueAccessor.prototype.__proto__ = core.Directive({
        selector: 'input[type=checkbox]',
    });
    CheckboxControlValueAccessor.prototype.__proto__ = core.Directive({
        selector: 'input[type=checkbox]',
    });
    CheckboxControlValueAccess...
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```

```
```javascript
Object.defineProperty(AbstractControlDirective.prototype, "value", {
    /**
     * @description
     * Reports the value of the control if it is present, otherwise null. If the control is not present, null is returned.
     */
    get: function () { return this.control ? this.control.value : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "pending", {
    /**
     * Reports whether a 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.
     */
    get: function () { return this.control ? this.control.pending : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "dirty", {
    /**
     * 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.
     */
    get: function () { return this.control ? this.control.dirty : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "pristine", {
    /**
     * Reports whether the control is pristine, meaning that the user has not yet changed the value in the UI and is exempt from validation checks and excluded from aggregate values of ancestor controls.
     */
    get: function () { return this.control ? this.control.pristine : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "errors", {
    /**
     * Reports the control's validation errors. If the control is not present, null is returned.
     */
    get: function () { return this.control ? this.control.errors : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "disabled", {
    /**
     * Reports whether the control is disabled, meaning that the control is disabled in the UI and is exempt from validation checks and excluded from aggregate values of ancestor controls.
     */
    get: function () { return this.control ? this.control.disabled : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "valid", {
    /**
     * Reports whether the control is valid. A control is considered valid if no validation errors exist with the current value.
     */
    get: function () { return this.control ? this.control.valid : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "invalid", {
    /**
     * Reports whether the control is invalid, meaning that an error exists in the input value.
     */
    get: function () { return this.control ? this.control.invalid : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "enabled", {
    /**
     * Reports whether the control is enabled, meaning that the control is included in ancestor calculations of validity or value.
     */
    get: function () { return this.control ? this.control.enabled : null; },
    enumerable: true,
    configurable: true
});
```
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.

```javascript
get: function () { return this.control ? this.control.touched : null; },
```

Reports the validation status of the control. Possible values include: `true`, `false`, `'VALID'`, `'INVALID'`, `'DISABLED'`, and `'PENDING'`.

```javascript
get: function () { return this.control ? this.control.status : null; },
```

Removes error data for the control with the given path.

```javascript
@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.

```javascript
get: function () { return this.control ? this.control.untouched : null; },
```

Reinitializes the control with the provided value.

```javascript
reset = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

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 this.control ? this.control.getMetaData().formPath : [];,
}
```

Retrieves the value of the control.

```javascript
get: function () {
    return this.control ? this.control.value : null;
}
```

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.

```javascript
valueChanges : null;
```

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.

```javascript
statusChanges : null;
```

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.

```javascript
get: function () { return this.control ? this.control.untouched : null; },
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

Reinitializes the control with the provided value.

```javascript
reset = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

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.

```javascript
get: function () { return this.control ? this.control.touched : null; },
```

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.

```javascript
get: function () { return this.control ? this.control.untouched : null; },
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

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.

```javascript
get: function () { return this.control ? this.control.touched : null; },
```

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.

```javascript
get: function () { return this.control ? this.control.untouched : null; },
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

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.

```javascript
get: function () { return this.control ? this.control.touched : null; },
```

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.

```javascript
get: function () { return this.control ? this.control.untouched : null; },
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

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.

```javascript
get: function () { return this.control ? this.control.touched : null; },
```

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.

```javascript
get: function () { return this.control ? this.control.untouched : null; },
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```

Sets the value of the control.

```javascript
setValue = function (value) {
    if (this.control) {
        this.control.setValue(value);
    }
}
```
get: function () { return this._cd.control ? this._cd.control.invalid : false; },
        enumerable: true,
    });
    return AbstractControlStatus;
}());

var ngControlStatusHost = {
  
  'ng-untouched': 'ngClassUntouched',
  'ng-touched': 'ngClassTouched',
  'ng-pristine': 'ngClassPristine',
  'ng-dirty': 'ngClassDirty',
  'ng-valid': 'ngClassValid',
  'ng-invalid': 'ngClassInvalid',
  'ng-pending': 'ngClassPending',
};

/**
 * @description
 * Directive automatically applied to Angular form controls that sets CSS classes
 * based on control status.
 *
 * @usageNotes
 * The following classes are applied as the properties become true:
 *
 * * ng-valid
 * * ng-invalid
 * * ng-pending
 * * ng-pristine
 * * ng-dirty
 * * ng-untouched
 * * ng-touched
 * * ngModule ReactiveFormsModule
 * @publicApi
 */

function NgControlStatus(cd) {
  return super.call(this, cd) || this;
}

NgControlStatus = __decorate([
  core.Directive({ selector: '[formControlName], [ngModel], [formControl]', host: ngControlStatusHost }),
  __param(0, core.Self()),
  __metadata("design:paramtypes", [NgControl])
], NgControlStatus);

/**
 * @description
 * Directive automatically applied to Angular form groups that sets CSS classes
 * based on control status (valid/invalid/dirty/etc).
 *
 * @see `NgControlStatus`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */

function NgControlStatusGroup(cd) {
  return super.call(this, cd) || this;
}

NgControlStatusGroup = __decorate([
  core.Directive({ selector: '[formGroupName], [formArrayName], [ngModelGroup], [formGroup], form:not([ngNoForm]), [ngForm]', host: ngControlStatusHost })
], NgControlStatusGroup);

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

function isEmptyInputValue(value) {
  // we don't check for string here so it also works with arrays
  return value == null || value.length === 0;
}

/**
 * @description
 * An `InjectionToken` for registering additional synchronous validators used with
 * `AbstractControl`s.
 *
 * @see `NG_ASYNC_VALIDATORS`
 *
 * @publicApi
 */

var NG_VALIDATORS = new core.InjectionToken('NgValidators');

/**
 * @description
 * An `InjectionToken` for registering additional asynchronous validators used with
 * `AbstractControl`s.
 *
 * @see `NG_VALIDATORS`
 *
 * @publicApi
 */

var NG_ASYNC_VALIDATORS = new core.InjectionToken('NgAsyncValidators');

/**
 * 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 (`.`).
 * * `labels` consists of one or more `labels`.
 * * The whole address cannot be longer than 254 characters.
 */

function isValidEmail(email) {...}

// ...
porting over from AngularJS (see there for git history):

https://github.com/angular/angular.js/blob/c133ef836/src/ng/directive/input.js#L127

It is based on the

[WHATWG version](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

 lengths of different parts of the address). 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.

* See [this commit](https://github.com/angular/angular.js commit/3f55cf72e) for more details.

```typescript
EMAIL_REGEXP = /^\w*([-+$.%&'*+/=?^_`{|}~-]+)*@([a-zA-Z0-9-]+\.)+[a-zA-Z]{2,3}$/;
```

See [Form Validation](/guide/form-validation) for more.

```typescript
isValidInputValue(value) {
        return !isNaN(value) && value > max ? { 'max': { 'max': max, 'actual': control.value } } : null;
    }

    Validators.max = function (max) {
        return function (control) {
            if (isEmptyInputValue(control.value) || isEmptyInputValue(max)) {
                return null;
            }
            const control = new FormControl(16, Validators.max(15));
            return parseFloat(control.value);
        }
    }

    return !isNaN(value) && value < min ? { 'min': { 'min': min, 'actual': control.value } } : null;
    }

    Validators.min = function (min) {
        return function (control) {
            if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
                return null;
            }
            const control = new FormControl(2, Validators.min(3));
            return parseFloat(control.value);
        }
    }

    return isNaN(value) && value < min ? { 'min': { 'min': min, 'actual': control.value } } : null;
    }

    Validators.min = function (min) {
        return function (control) {
            if (isEmptyInputValue(control.value) || isEmptyInputValue(min)) {
                return null;
            }
            const control = new FormControl('', Validators.min());
            return parseFloat(control.value);
        }
    }
```

`...`
* @returns An error map that contains the `required` property set to `true` if the validation check fails, otherwise `null`.

```typescript
Validators.requiredTrue = function (control) { // Remove this if you create your own validation checks
    if (isEmptyInputValue(control.value)) {
        return null; // don't validate empty values to allow optional controls
    }
    var length = control.value ? control.value.length : 0;
    return length < minLength ? null : { 'minlength': minLength - length };
}
```

```html
<input minlength="3">
```
The following example shows how to use a number input with a reactive form.

```ts
const totalCountControl = new FormControl();
```

```ts
<input type="number" [formControl]="totalCountControl">
```

**Using a number input with a reactive form.**

```ts
function NumberValueAccessor(_renderer, _elementRef) {
    this._renderer = _renderer;
    this._elementRef = _elementRef;
    this.onChange = function (_) { };
    this.onTouched = function () { };

    NumberValueAccessor.prototype.writeValue = function (value) {
        // The value needs to be normalized for IE9, otherwise it is set to 'null'
        var normalizedValue = value == null ? '' : value;
        this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
    };
    NumberValueAccessor.prototype.registerOnChange = function (fn) {
        this.onChange = function (value) { fn(value == '' ? null : parseFloat(value)); };
    };
    NumberValueAccessor.prototype.registerOnTouched = function (fn) {
        this.onTouched = fn;
    };
    NumberValueAccessor.prototype.setDisabledState = function (isDisabled) {
        this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
    };
}
```

```ts
@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]
})
```

**Class used by Angular to track radio buttons. For internal use only.**

```ts
RadioControlRegistry = /** @class */ (function () {
    function RadioControlRegistry() {
        this._accessors = [];
    }
    RadioControlRegistry.prototype.add = function (control, accessor) {
        this._accessors.push([control, accessor]);
    };
    RadioControlRegistry.prototype.select = function (accessor) {
        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]._parent === accessor._parent && controlPair[0].name === accessor.name;
    };
    RadioControlRegistry = __decorate([], RadioControlRegistry);
```

---

* directives.
  * @usageNotes
  * ## Using a number input with a reactive form.
  * The following example shows how to use a number input with a reactive form.
  * const totalCountControl = new FormControl();
  * const [formControl]:={totalCountControl}:
  * @ngModule FormsModule
  * @publicApi
  *
  * var NumberValueAccessor = /** @class */ (function () {
  * function NumberValueAccessor(_renderer, _elementRef) {
  * this._renderer = _renderer;
  * this._elementRef = _elementRef;
  * @description
  * The registered callback function called when a change or input event occurs on the input.
  *
  * @param isDisabled The disabled value
  *
  * @param value The checked value
  * @ngModule ReactiveFormsModule
  * @ngModule FormsModule
  * @publicApi
  */
  * NumberValueAccessor = /** @class */ (function () {
  * function NumberValueAccessor(_renderer, _elementRef) {
  * this._renderer = _renderer;
  * this._elementRef = _elementRef;
  * @description
  * The registered callback function called when a blur event occurs on the input.
  *
  * @param value The checked value
  */
  * NumberValueAccessor = __decorate([], NumberValueAccessor);
  ```
RadioControlRegistry; 
    }();
    /**
     * @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.
     */

    function RadioControlValueAccessor(_renderer,
                                         _elementRef, _registry, _injector) {
        this._renderer = _renderer;
        this._elementRef = _elementRef;
        this._registry = _registry;
        this._injector = _injector;

        /**
         * @description
         * The registered callback function called when a change event occurs on the input element.
         */
        this.onChange = function () { };
        /**
         * @description
         * The registered callback function called when a blur event occurs on the input element.
         */
        this.onTouched = function () { };

        this._checkName();
        this._registry.add(this._control, this);
    }

    /**
     * @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);
    };

    /**
     * @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._state = value === this.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
     * Sets the "value" on the radio input element and
     * unchecks it.
     */
    RadioControlValueAccessor.prototype.fireUncheck = function (value) {
        this.writeValue(value);
    };

    /**
     * @description
     * Registers a function called when the control is touched.
     */
    RadioControlValueAccessor.prototype.registerOnTouched = function (fn) {
        var _this = this;
        this._fn = fn;
        this.onTouched = function () {
            fn(_this.value);
            _this._registry.select(_this);
        };
    };

    /**
     * @description
     * 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) {
            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\"/>");
        }
    };

    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\"/>");
    };

    // decorators
    @core.Directive({
        selector: 'input[type=radio][formControlName],input[type=radio][formControlName],input[type=radio][ngModel]
    },
    host: {
        'change': 'onChange',
        'blur': 'onTouched',
    },
    providers: [RADIO_VALUE_ACCESSOR])

    // decorators
    @core.Directive({
        selector: 'input[type=radio][formControlName],input[type=radio][formControlName],input[type=radio][ngModel]
    },
    host: {
        'change': 'onChange',
        'blur': 'onTouched',
    },
    providers: [RADIO_VALUE_ACCESSOR])

    RadioControlValueAccessors = new Map();
RadioControlRegistry, core.Injector] ); return RadioControlValueAccessor; 

/**
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 */

var RANGE_VALUE_ACCESSOR = { 

    /**
     * @description
     * The `ControlValueAccessor` for writing a range value and listening to range input changes.
     */
    provide: NG_VALUE_ACCESSOR, useExisting: core.forwardRef(function () { return RangeValueAccessor; }),

    multi: true
};

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 */

var RangeValueAccessor = /** @class */ (function () {
    function RangeValueAccessor(_renderer, _elementRef) {
        this._renderer = _renderer;
        this._elementRef = _elementRef;
        /**
         * @description
         * The registered callback function called when a change or input event occurs on the input element.
         */
        this.onChange = function (_) { };
        /**
         * @description
         * The registered callback function called when a blur event occurs on the input element.
         */
        this.onTouched = function () { };
    }

    /**
     * Sets the "value" property on the input element.
     *
     * @param value The checked value
     */
    RangeValueAccessor.prototype.writeValue = function (value) {
        this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
    };

    /**
     * Registers a function called when the control value changes.
     *
     * @param fn The callback function
     */
    RangeValueAccessor.prototype.registerOnChange = function (fn) {
        this.onChange = function (value) { fn(value == '' ? null : parseFloat(value)); };
    };

    /**
     * Registers a function called when the control is touched.
     *
     * @param fn The callback function
     */
    RangeValueAccessor.prototype.registerOnTouched = function (fn) {
        this.onTouched = fn;
    };

    /**
     * Sets the "disabled" property on the range input element.
     *
     * @param isDisabled The disabled value
     */
    RangeValueAccessor.prototype.setDisabledState = function (isDisabled) {
        this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
    }

    RangeValueAccessor = __decorate([ 
        core.Directive({
            selector: 'input[type=range][formControlName],input[type=range][formControl],input[type=range][formControlName][formGroupName][formArrayName]',
            host: { 'change': 'onChange($event.target.value)', 'blur': 'onTouched($event)' },
            providers: [RANGE_VALUE_ACCESSOR]
        }),
        __metadata("design:paramtypes", [core.Renderer2, core.ElementRef])
    ], RangeValueAccessor);
    return RangeValueAccessor;
});

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 */

var FormErrorExamples = {
    formControlName: "\n    <div 
    [formGroup]=\"myGroup\">\n      <input
    formControlName=\"firstName\">\n    </div>\n\n    In your class:\n\n    this.myGroup = new FormGroup({\n        firstName: new FormControl()\n    });",
    formGroupName: "\n    <div 
    [formGroup]=\"myGroup\">\n        <div formGroupName=\"person\">\n          <input formControlName=\"firstName\">\n        </div>\n    </div>\n\n    In your class:\n\n    this.myGroup = new FormGroup({\n       person: new FormGroup({ firstName: new FormControl() })\n    });",
    formArrayName: "\n    <div 
    [formGroup]=\"myGroup\">\n        <div formArrayName=\"cities\">\n          <input formArrayName=\"city\">\n        </div>\n    </div>\n\n    In your class:\n\n    this.myGroup = new FormArray([\n        new FormControl("SF")\n    ]);",
    ngModelGroup: "\n    <form
    [formGroup]=\"myGroup\">\n        <input
    [(ngModel)]=\"person.name\" name=\"firstName\">\n    </form>\n\n    In your class:\n\n    this.myGroup = new FormGroup({\n        person: new FormControl("Smith")\n    });",
    ngModelWithFormGroup: "\n    <div 
    [formGroup]=\"myGroup\">\n        <input
    [formControl]=\"myGroup.firstName\">
    </div>\n\n    In your class:\n\n    this.myGroup = new FormGroup({\n        firstName: new FormControl("Smith")\n    });
\n});
ReactiveErrors = /** @class */
    function ReactiveErrors() {
    }

    ReactiveErrors.controlParentException = function () {
        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:

    ReactiveErrors.ngModelGroupException = function () {
        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)

    ReactiveErrors.missingFormException = function () {
        throw new Error("formGroup expects a FormGroup instance. Please pass one in. Example:

    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:

    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:

    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:

    ReactiveErrors.ngModelWarning = function (directiveName)
        console.warn("It looks like you're using ngModel on the same form field as " + directiveName + " with a reactive form directive. For more information on this, see our API docs here: https://angular.io/api/forms\" + (directiveName === 'formControl' ? 'FormControlDirective' : 'FormControlName') + "#use-with-ngmodel\n
SELECT_VALUE_ACCESSOR = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: core.forwardRef(function () { return SelectControlValueAccessor; }),
    multi: true
},

function _buildValueString(id, value) {
    if (id == null)
        return "" + value;
    if (value && typeof value === 'object')
        value = 'Object';
    return (id + ": " + value).slice(0, 50);
}

function _extractId(valueString) {
    return valueString.split(':')[0];
}

@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.

multi: true

function _buildValueString(id, value) {
    if (id == null)
        return "" + value;
    if (value && typeof value === 'object')
        value = 'Object';
    return (id + ": " + value).slice(0, 50);
}

function _extractId(valueString) {
    return valueString.split(':')[0];
}

* The `ControlValueAccessor` for writing select control values and listening to select control values.

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* var ReactiveErrors = /** @class */

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Angular uses object identity to select option. It's possible for the identities of items to change while the data does not. This can happen, for example, if the items are produced from an RPC to the server, and that RPC is re-run. Even if the data hasn't changed, the second response will produce objects with different identities.

To customize the default option comparison algorithm, `<select>` supports the `compareWith` input. `compareWith` takes a function which has two arguments: `option1` and `option2`. If `compareWith` is given, Angular selects option by the return value of the function.

```ts
const selectedCountriesControl = new FormControl();
```  
```
<select
    [compareWith]="compareFn"
    [formControl]="selectedCountriesControl">
    <option *ngFor="let country of countries" [ngValue]="country">
        {{country.name}}
    </option>
</select>
```

```
* compareFn(c1: Country, c2: Country): boolean {
    return c1 && c2 ? c1.id === c2.id : c1 === c2;
}
```

The registered callback function called when a change event occurs on the input element.

The registered callback function called when a blur event occurs on the input element.

Object.defineProperty(SelectControlValueAccessor.prototype, 'compareWith', {
    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
});

Sets the `disabled` property on the select input element.

Sets the `value` property on the input element. The `selectedIndex` property is also set if an ID is provided on the option element.

Tracks the option comparison algorithm for tracking identities when checking for changes.

Sets the "value" property on the input element when a blur event occurs on the input element.

Sets the "value" property on the input element.

Registers a function called when the control value changes.

Registers a function called when the control value changes.

Registers a function called when the control value changes.

```
return (this._idCounter++)
```  
```
return id;
```

```java
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;
    }
} finally {
    try {
        if (_c && !_c.done &&
```
/**
 * @description
 * Marks `<option>` as dynamic, so Angular can be notified when options change.
 * @see `SelectControlValueAccessor`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
    var NgSelectOption = /** @class */ (function () {
        function
            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;
                    this._select._optionMap.set(this.id, value);
                    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) {
                    this._setElementValue(value);
                    if (this._select)
                        this._select.writeValue(this._select.value);
                },
                enumerable: true,
                configurable: true
            });
        /** @internal */
        NgSelectOption.prototype._setElementValue = function (value) {
            this._renderer.setProperty(this._element.nativeElement, 'value', value);
        };
        /**
         * @description
         * Lifecycle method called before the directive’s instance is destroyed. For internal use only.
         */
        NgSelectOption.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])
        ], NgSelectOption.prototype, "ngValue", null);
        __decorate([core.Input('value'),
            __metadata("design:type", Object),
            __metadata("design:paramtypes", [Object])
        ], NgSelectOption.prototype, "value", null);
        NgSelectOption = __decorate([core.Directive({ selector: 'option' }),
            __param(2, core.Optional()),
            __param(2, core.Host()),
            __metadata("design:paramtypes", [core.ElementRef, core.Renderer2,
                SelectControlValueAccessor])
        ], NgSelectOption);
        return NgSelectOption;
    }());

    /**
     * @description
     * The `ControlValueAccessor` for writing multi-select control values and listening to multi-select
     */
    var SELECT_MULTIPLE_VALUE_ACCESSOR = {
        provide: NG_VALUE_ACCESSOR,
        useExisting: core.forwardRef(function () { return SelectMultipleControlValueAccessor; }),
        multi: true
    };
    function _buildValueString$1(id, value) {
        if (id == null)
            return "" + value;
        if (typeof value === 'string')
            value = "'" + value + "'";
        if (value && typeof value === 'object')
            value = Object;return (id + ":: " + value).slice(0, 50);
    }
    function _extractId$1(valueString) {
        return valueString.split(':')[0];
    }
    /** Mock interface for HTMLCollection */
    var HTMLCollection = /** @class */ (function () {
        function HTMLCollection() {
        }
        return HTMLCollection;
    }());
    /**
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     */
    var SELECT_MULTIPLE_VALUE_ACCESSOR = {
        provide: NG_VALUE_ACCESSOR,
        useExisting: core.forwardRef(function () { return SelectMultipleControlValueAccessor; }),
        multi: true
    };
    function _buildValueString$1(id, value) {
        if (id == null)
            return "" + value;
        if (typeof value === 'string')
            value = "'" + value + "'";
        if (value && typeof value === 'object')
            value = Object;return (id + ":: " + value).slice(0, 50);
    }
    function _extractId$1(valueString) {
        return valueString.split(':')[0];
    }
    /** Mock interface for HTMLCollection */
    var HTMLCollection = /** @class */ (function () {
        function HTMLCollection() {
        }
        return HTMLCollection;
    }());

control
* changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel` directives. The follow example shows you how to use a multi-select control with a reactive form:

```html
<select multiple name="countries" [formControl]="countryControl">
  <option *ngFor="let country of countries" [ngValue]="country.name">
    {{ country.name }}
  </option>
</select>
```

```ts
    ```
```
try {
    for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next();
        _c.done; _c = _b.next()) {
            if (var id = _c.value)
                if (this._compareWith(this._optionMap.get(id)._value, value))
                    return id;
    }
}
    finally {
        try {
            if (_c && !_c.done && (_a = _b.return)) _a.call(_b);
        }
        finally { if (e_1) throw e_1.error; }
    }
    return null;
};

/** @internal */
SelectMultipleControlValueAccessor.prototype._getOptionValue =
    function (valueString) {
        var id = _extractId$1(valueString);
        return this._optionMap.has(id) ?
            this._optionMap.get(id)._value : valueString;
    };

___decorate([core.Input(),
                __metadata("design:type", Function),
                __metadata("design:paramtypes", [Function])
            ],
    SelectMultipleControlValueAccessor.prototype, "compareWith", null);

SelectMultipleControlValueAccessor = __decorate([core.Directive({
        selector: [SELECT_MULTIPLE_VALUE_ACCESSOR],
        providers: [SELECT_MULTIPLE_VALUE_ACCESSOR]
    }),
    __metadata("design:paramtypes", [core.Renderer2, core.ElementRef])
], SelectMultipleControlValueAccessor);

/**
 * @description
 * Marks `<option>` as dynamic, so Angular can be notified when options change.
 * @see `SelectMultipleControlValueAccessor`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
NgSelectMultipleOption = /** @class */ (function () {
    function NgSelectMultipleOption(_element, _renderer,
            _select) {
        this._element = _element;
        this._renderer = _renderer;
        this._select = _select;
    }
    Object.defineProperty(NgSelectMultipleOption.prototype, "ngValue", {
        /**
         * @description
         * Tracks the value bound to the option element. Unlike the value binding,
         * ngValue supports binding to objects.
         * For objects, use the `value` input binding.
         */
        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) {
            __decorate([core.Renderer2, core.ElementRef]);//
            this._select.writeValue(this._select.value);
        }
    };

NgSelectMultipleOption = __decorate([core.Directive({
        selector: 'option' },
        __param(2, core.Optional()), __param(2, core.Host()),
        __metadata("design:paramtypes", [core.ElementRef,
            core.Renderer2]),
    ], NgSelectMultipleOption);

NgSelectMultipleOption = NgSelectMultipleOption
    .prototype.setSelect = _select;

Object.defineProperty(NgSelectMultipleOption.prototype, "_select", {
    get: function () {
        return this._select;
    }
});
https://angular.io/license
*/
function controlPath(name, parent) {
    return __spread(parent.path, [name]);
}

function setUpControl(control, dir) {
    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.valueAccessor.writeValue);
    setUpBlurPipeline(control, dir);
    if (dir.valueAccessor.setDisabledState) {
        control.registerOnDisabledChange(function (isDisabled) {
            dir.valueAccessor.setDisabledState(isDisabled);
        });
    }
    // re-run validation when validator binding changes, e.g. minlength=3 -> minlength=4
    dir.rawValidators.forEach(function (validator) {
        if (validator.registerOnValidatorChange) {
            validator.registerOnValidatorChange(function () { return control.updateValueAndValidity(); });
        }
    });
    dir.rawAsyncValidators.forEach(function (validator) {
        if (validator.registerOnValidatorChange) {
            validator.registerOnValidatorChange(function () { return control.updateValueAndValidity(); });
        }
    });
    if (control.updateOn === 'change') updateControl(control, dir);
    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 setUpViewChangePipeline(control, dir) {
    dir.valueAccessor.registerOnChange(function (newValue) {
        control._pendingValue = newValue;
        control._pendingChange = true;
        control._pendingDirty = true;
        if (control.updateOn === 'change') updateControl(control, dir);
    });
}

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 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,
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;
        }
    });
    if (customAccessor)
        return customAccessor;
    if (builtinAccessor)
        return builtinAccessor;
    if (defaultAccessor)
        return defaultAccessor;
    _throwError(dir, 'No valid value accessor for form control with');
    return null;
}

function removeDir(list, el) {
    var index = list.indexOf(el);
    if (index > -1)
        list.splice(index, 1);
}

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;
    }
}

/**
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 */

/**
 * Reports that a FormControl is valid, meaning that no errors exist in the input value.
 * @see `status`
 */
var VALID = 'VALID';

/**
 * Reports that a FormControl is invalid, meaning that an error exists in the input value.
 * @see `status`
 */
var INVALID = 'INVALID';

/**
 * Reports that a FormControl is pending, meaning that async validation is occurring and errors are not yet available for the input value.
 * @see `markAsPending`
 * @see `status`
 */
var PENDING = 'PENDING';

/**
 * Reports that a FormControl is disabled, meaning that the control is exempt from ancestor calculations of validity or value.
 * @see `status`
 */
var DISABLED = 'DISABLED';
**AbstractControl.prototype** = { 
    **dirty**: function () { return !this.pristine; },
    /**
     * A control is `dirty` if the user has changed the value
     * in the UI.
     * @returns True if the user has not yet changed the value in the UI; compare `pristine`.
     * Programmatic changes to a control's value do not mark it dirty.
     */
    get: function () { return !this.pristine; },
    enumerable: true,
    configurable: true
};

Object.defineProperty(AbstractControl.prototype, "enabled", {
    /**
     * A control is `enabled` when its `status` is `DISABLED`.
     * @returns True if the control is `enabled` as long as its `status` is not `DISABLED`.
     */
    get: function () { return this.status !== DISABLED; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "disabled", {
    /**
     * A control is `disabled` when its `status` is `DISABLED`.
     * @returns False otherwise.
     */
    get: function () { return this.status === DISABLED; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "invalid", {
    /**
     * A control is `invalid` when its `status` is `INVALID`.
     * @returns False otherwise.
     */
    get: function () { return this.status === INVALID; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "valid", {
    /**
     * A control is `valid` when its `status` is `VALID`.
     * @returns True if the control has passed all of its validation tests.
     */
    get: function () { return this.status === VALID; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "pending", {
    /**
     * A control is `pending` when its `status` is `PENDING`.
     * @returns True if this control is in the process of conducting a validation check.
     */
    get: function () { return this.status === PENDING; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "status", {
    /**
     * The parent control.
     */
    get: function () { return this._parent; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "touched", {
    /**
     * True if the control is marked as `touched` once the user has triggered
     * a `blur` event on it.
     */
    get: function () { return !this.touched; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "untouched", {
    /**
     * True if the control has not been marked as touched
     * when its `status` is `DISABLED`.
     * @returns True if the control has not yet changed the value in the UI; compare `pristine`.
     * Programmatic changes to a control's value do not mark it untouched.
     */
    get: function () { return !this.untouched; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "value", {
    /**
     * The parent control.
     */
    get: function () { return this._parent; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "validity", {
    /**
     * The validation result of the control.
     */
    get: function () { return this._validity; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "asyncValidator", {
    /** @internal */
    get: function () { return this._asyncValidator; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "validator", {
    /** @internal */
    get: function () { return this._validator; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "dirtyOrOpts", {
    /** @internal */
    get: function () { return this._dirtyOrOpts; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "asyncOrOpts", {
    /** @internal */
    get: function () { return this._asyncOrOpts; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "asyncOrOptions", {
    /** @internal */
    get: function () { return this._asyncOrOptions; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(AbstractControl.prototype, "validatorOrOpts", {
    /** @internal */
    get: function () { return this._validatorOrOpts; },
    enumerable: true,
    configurable: true
});

AbstractControl = /**
 * @class */ (function () {

    /**
     * Initialize the AbstractControl instance.
     */
    function

recalculates the `pristine` status of all parent controls. * @see `markAsTouched()`

* * @see `markAsUntouched()` * @see `markAsDirty()` * @param opts Configuration options that determine how the control 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..

AbstractControl.prototype.markAsPristine = function (opts) {
    if (opts === void 0) { opts = {};
    }
    this.pristine = true;
    this._pendingDirty = false;
    this._forEachChild(function (control) {
        control.markAsPristine({ onlySelf: true }); });
    if (this._parent && opts.onlySelf) {
        this._parent._updatePristine(opts);
    }
    /* * Marks the control as `pending`.

    * A control is pending while the control performs async validation.
    * @param opts Configuration options that determine how the control 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.

    * @param opts Configuration options that determine how the control propagates changes and emits events after the control is disabled.
    * The status `PENDING` only marks 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 disabled.
    * When false, no events are emitted.

    * If the control has children, all children are also disabled.
    * @param opts Configuration options that determine how the control 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.
    * * `emitEvent`: When true at true validation.
    * * `onlySelf`: When true or not supplied (the default), the `statusChanges` observable emits an event with the latest status after the control is disabled.
    * When false, no events are emitted.

    * Marks the control as `pending`.
    * * When false, no events are emitted.

    * If the control has children, all children are also disabled.
    * @see `markAsDirty()`, `markAsTouched()`
    * @see `markAsUntouched()`
    * @link AbstractControl.status
    *
    * @param opts Configuration options that determine how the control emits events after marking is applied. * * `onlySelf`: When true or not supplied (the default), the `statusChanges` observable emits an event with the latest status after the control is disabled.
    * * `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 disabled.
    * When false, no events are emitted.

    * If the control has children, all children are also disabled.
    * @param opts Configuration options that determine how the control emits events after marking is applied. * * `onlySelf`: When true or not supplied (the default), the `statusChanges` observable emits an event with the latest status after the control is disabled.
    * * `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 disabled.
    * When false, no events are emitted.

    * Marks the control as `pending`.
    * * When false, no events are emitted.

    * If the control has children, all children are also disabled.
    * @param opts Configuration options that determine how the control emits events after marking is applied. * * `onlySelf`: When true or not supplied (the default), the `statusChanges` observable emits an event with the latest status after the control is disabled.
    * * `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 disabled.
    * When false, no events are emitted.

    * Marks the control as `pending`.
    * * When false, no events are emitted.

    * If the control has children, all children are also disabled.
AbstractControl.prototype._updateAncestors = function (opts) {
    if (this._parent && !opts.onlySelf) {
        this._parent._updateAncestors();
    }
};

AbstractControl.prototype._setParent = function (parent) { this._parent = parent; };

AbstractControl.prototype._runAsyncValidator = function (opts) {
    if (opts.emitEvent !== false) {
        this._cancelExistingSubscription();
    }
    this._coerceValue();
    var ob = toObservable(this.asyncValidator(this));
    this._asyncValidationSubscription = ob.subscribe(function (errors) { return _this.setErrors(errors, { emitEvent: true }); });
};

AbstractControl.prototype._setParent = function (parent) { this._parent = parent; };

### Retrieve a nested control

For example, to get a `name` control nested within a `person` sub-array of string/number values that define the path to the control:

```
* this.form.get('person.name');
```

---

### Manually set the errors for a control

```javascript
const login = new FormControl('someLogin');
login.setErrors({ notUnique: true });
```

---

### Retrieve a nested control

```javascript
* this.form.get('person.name');
```

---

### Manually set the errors for a control

```javascript
const login = new FormControl('someLogin');
login.setErrors({ notUnique: true });
```

---

### Retrieve a nested control

```javascript
* this.form.get('person.name');
```

---

### Manually set the errors for a control

```javascript
const login = new FormControl('someLogin');
login.setErrors({ notUnique: true });
```

---

### Retrieve a nested control

```javascript
const login = new FormControl('someLogin');
login.setErrors({ notUnique: true });
```
AbstractControl.prototype._parentMarkedDirty = function (onlySelf) {
            var parentDirty = this._parent &&
                (!!this.getError(errorCode, path) ?
            return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
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         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
         * null is returned.
         */
        AbstractControl.prototype.getError = function (errorCode, path) {
            var control = path ?
                return control && control.errors ? control.errors[errorCode] : null;
        };
        /**
         * Checks
         * @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.
         * @returns error data for that particular error. If the control or error is not present,
This page contains code related to the `FormControl` class in Angular forms. It describes how to initialize and manipulate form controls, including setting values, retrieving the value, and managing validation status. The code snippet includes examples of initializing a `FormControl` with different configurations and handling events and changes.

- **Initializing the Control**: The `_bindParam` method is used to bind the control to a `FormState` object, allowing for configuration options like validators, async validators, and initial value.
- **Value and Status**: The `value` property can be read, and the `status` property indicates whether the control is valid or not.
- **Update Strategies**: The `updateValueAndValidity` method is used to update the control's value and validity based on the provided options.
- **Events**: The `onChange` and `onTouched` events are emitted when the control's value changes.

```typescript
FormControl(formState, validatorOrOpts, asyncValidator) {
    if (formState === null) {
        formState = new FormState();
    }
    if (validatorOrOpts) {
        validateOptions(validatorOrOpts);
    }
    if (asyncValidator) {
        validateAsyncOptions(asyncValidator);
    }
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({ onlySelf: true, emitEvent: false });
}
```

### Initializing Form Controls

- **Example**: Instantiating a `FormControl` with initial value `Drew`, disabled state, and validators. The control is then updated and validated.

```typescript
const control = new FormControl('Drew', disabled: true);
```

### Resetting the Control

- **Example**: Resetting the control to its initial value after updating.

```typescript
control.reset('Drew');
```

### Configuration Options

- **Example**: Configuring the control to update on a blur event and set the `updateOn` option to `'blur'`.

```typescript
updateOn: 'blur'
```

### Conclusion

The code snippet provides a comprehensive overview of how to work with form controls in Angular, including initialization, value manipulation, validation, and event handling. It is a key component of Angular forms, facilitating the creation of interactive and reactive forms in web applications.
event to
* update the view.

* `emitViewToModelChange`: When true or not supplied (the default), each change triggers an
* `ngModelChange` event to update the model.

FormControl.prototype.setValue = function (value, options) {
    var _this = this;
    if (options === void 0) {
        options = {};
    }
    this._value = this._pendingValue = value;
    if (this._onChange.length &&
        options.emitModelToViewChange !== false) {
        this._onChange.forEach(function (changeFn) {
            changeFn(_this.value, options.emitViewToModelChange !== false);
        });
    }
}
this.updateValueAndValidity(options);

* `enable`/`disable`: Patches the value of a control.

This function is functionally the same as `@link FormControl#setsetValue setsetValue` at this level.

It exists for the same reason as for the `FormGroup#setsetValue` method that it mirrors.

At this level, it is a no-op; it simply updates the underlying form control with the supplied value.

When false, no events are emitted.

* `FormGroup`, pass in a collection of child controls as the first
    * argument. The key for each child registers the
    * define forms in Angular,
    * along with `FormControl` and `FormArray`.

* When instantiating a
    * entire
    * group becomes invalid.

* `FormGroup` is one of the three fundamental building blocks used
    * tracks the value and validity state of a group of `FormControl` instances.

* `FormArray` 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

* `FormGroup#reset` function.

This function is functionally the same as `@link FormGroup#reset reset` on `FormGroups` and
* `FormArrays`.

*, where it does behave differently.

* `valueChanges` observables emit events with the latest status and value when the control is reset.

When false, no events are emitted.

* `FormControl#reset`: resets a control.

This function is functionally the same as `@link FormControl#reset reset` on `FormControls`.

It exists for the same reason as for the `FormGroup#reset` method that it mirrors.

At this level, it is a no-op; it simply updates the underlying form control with the supplied value.

When false, no events are emitted.
name for the control.

```javascript
FormGroup.prototype.addControl = function (name, control) {
    if (this.controls[name])
        return this.controls[name];
    this.controls[name] = control;
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
    return _this;
}
```

Registers a control with the group's list of controls.

```javascript
FormGroup.prototype.registerControl = function (name, control) {
    if (this.controls[name])
        return this.controls[name];
    this.controls[name] = control;
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
    return _this;
}
```

Registers a control in the collection of child controls. The key for each child is the name
under which it is registered.

```javascript
FormGroup.prototype.removeControl = function (name) {
    if (this.controls[name])
        return this.controls[name];
    delete (this.controls[name]);
    if (control)
        this.registerControl(name, control);
}
```

Removes a control from this group.

```javascript
FormGroup.prototype.setControl = function (name, control) {
    if (this.controls[name])
        this.controls[name]._registerOnCollectionChange(function () { });
    delete (this.controls[name]);
    if (control)
        this.registerControl(name, control);
}
```

Replaces an existing control.

```javascript
FormGroup.prototype.removeControl = function (name) {
    if (this.controls[name])
        return this.controls[name];
    delete (this.controls[name]);
    if (control)
        this.registerControl(name, control);
}
```

Removes an existing control. If a control is specified, it is replaced; otherwise, the
name is removed from the collection.

```javascript
FormGroup.prototype.removeControl = function (name) {
    if (this.controls[name])
        return this.controls[name];
    delete (this.controls[name]);
    if (control)
        this.registerControl(name, control);
}
```

Removes an existing control. If a control is specified, it is replaced; otherwise, the
name is removed from the collection.

```javascript
FormGroup.prototype.removeControl = function (name) {
    if (this.controls[name])
        return this.controls[name];
    delete (this.controls[name]);
    if (control)
        this.registerControl(name, control);
}
```

Removes an existing control. If a control is specified, it is replaced; otherwise, the
name is removed from the collection.
there is an enabled control with the given name in the group.
   * Reports false for disabled controls. If you’d like to check for existence in the group
   * only, use { @link AbstractControl#getAsObject } instead.
   *
   @param controlName The control name to check for existence in the collection
   *
   Returns false for disabled controls, true otherwise.
   *
   FormGroup.prototype.contains = function (controlName)
   { return this.controls.hasOwnProperty(controlName) && this.controls[controlName].enabled; }

   /*
   * Sets the value of the ‘FormGroup’. It accepts an object that matches the structure of
   * the group. This contains the controls, with control names as keys. 
   * @param value Resets the control with the value for a form group
   * * `valueChanges` and `valueChanges` observables emit events with the latest status and value when
   * the control value is updated.
   * * `emitted` When false, no events are emitted.
   */
   FormGroup.prototype.setValue = function (value, options) {
      var _this = this;
      if (options === void 0) { options = {}; }
      this._checkAllValuesPresent(value);
      Object.keys(value).forEach(function (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. 
   */
   FormGroup.prototype.patchValue = function (value, options) {
      var _this = this;
      if (options === void 0) { options = {}; }
      this._checkAllValuesPresent(value);
      Object.keys(value).forEach(function (name) {
         _this.controls[name].patchValue(value[name], {
            onlySelf: true, emitEvent: options.emitEvent });
      });
      _this.updateValueAndValidity(options);
   }

   /*
   * The configuration options are passed to the { @link AbstractControl#updateValueAndValidity
   * updateValueAndValidity } method.
   */
   FormGroup.prototype.setValue = function (value, options) {
      var _this = this;
      if (options === void 0) { options = {}; }
      this._checkAllValuesPresent(value);
      Object.keys(value).forEach(function (name) {
         _this.controls[name].setValue(value[name], {
            onlySelf: true, emitEvent: options.emitEvent });
      });
      _this.updateValueAndValidity(options);
   }

   /*
   * Checks if the collection contains the control with the given name.
   * * `valueChanges` observables emit events with the latest status and value when
   * the control value is updated.
   * * `emitted` When false, no events are emitted.
   */
   FormGroup.prototype.contains = function (controlName)
   { return this.controls.hasOwnProperty(controlName) && this.controls[controlName].enabled; }

   /*
   * The configuration options are passed to the { @link AbstractControl#updateValueAndValidity
   * updateValueAndValidity } method.
   */
   FormGroup.prototype.patchValue = function (value, options) {
      var _this = this;
      if (options === void 0) { options = {}; }
      this._checkAllValuesPresent(value);
      Object.keys(value).forEach(function (name) {
         _this.controls[name].patchValue(value[name], {
            onlySelf: true, emitEvent: options.emitEvent });
      });
      _this.updateValueAndValidity(options);
   }

   /*
   * Checks if the collection contains the control with the given name.
   */
   FormGroup.prototype.contains = function (controlName)
   { return this.controls.hasOwnProperty(controlName) && this.controls[controlName].enabled; }

   /*
   * Returns false for disabled controls, true otherwise.
   */
   FormGroup.prototype.contains = function (controlName)
   { return this.controls.hasOwnProperty(controlName) && this.controls[controlName].enabled; }
* `valueChanges`\n
* observables emit events with the latest status and value when the control is reset.\n
*
When false, no events are emitted.\n
* The configuration options are passed to the {@link
AbstractControl#updateValueAndValidity\n
* updateValueAndValidity} method.\n
*\n
*
@usageNotes\n
*\n
* ### Reset the form group values\n
*\n
* ```ts\n
* const form = new
FormGroup({\n
* first: new FormControl('first name'),\n
* last: new FormControl('last name')\n
*
});\n
*\n
* console.log(form.value); // {first: 'first name', last: 'last name'}\n
*\n
* form.reset({
first: 'name', last: 'last name' });\n
*\n
* console.log(form.value); // {first: 'name', last: 'last name'}\n
* ```\n
*\n
* ### Reset the form group values and disabled status\n
*\n
* ```\n
* const form
= new FormGroup({\n
* first: new FormControl('first name'),\n
* last: new FormControl('last name')\n
* });\n
*\n
* form.reset({\n
* first: {value: 'name', disabled: true},\n
* last: 'last'\n
*
});\n
*\n
* console.log(this.form.value); // {first: 'name', last: 'last name'}\n
*
console.log(this.form.get('first').status); // 'DISABLED'\n
* ```\n
*/\n
FormGroup.prototype.reset =
function (value, options) {\n
if (value === void 0) { value = {}; }\n
if (options === void 0) { options =
{}; }\n
this._forEachChild(function (control, name) {\n
control.reset(value[name], { onlySelf: true,
emitEvent: options.emitEvent });\n
});\n
this._updatePristine(options);\n
this._updateTouched(options);\n
this.updateValueAndValidity(options);\n
};\n
/**\n
* The
aggregate value of the `FormGroup`, including any disabled controls.\n
*\n
* Retrieves all values
regardless of disabled status.\n
* The `value` property is the best way to get the value of the group, because\n
* it excludes disabled controls in the `FormGroup`.\n
*/\n
FormGroup.prototype.getRawValue = function
() {\n
return this._reduceChildren({}, function (acc, control, name) {\n
acc[name] = control
instanceof FormControl ? control.value : control.getRawValue();\n
return acc;\n
});\n
};\n
/** @internal */\n
FormGroup.prototype._syncPendingControls = function () {\n
var subtreeUpdated =
this._reduceChildren(false, function (updated, child) {\n
return child._syncPendingControls() ? true :
updated;\n
});\n
if (subtreeUpdated)\n
this.updateValueAndValidity({ onlySelf: true });\n
return subtreeUpdated;\n
};\n
/** @internal */\n
FormGroup.prototype._throwIfControlMissing =
function (name) {\n
if (!Object.keys(this.controls).length) {\n
throw new Error(\"\\n
There are
no form controls registered with this group yet. If you're using ngModel,\\n
you may want to check next tick
(e.g. use setTimeout).\\n
\");\n
}\n
if (!this.controls[name]) {\n
throw new Error(\"Cannot
find form control with name: \" + name + \".\");\n
}\n
};\n
/** @internal */\n
FormGroup.prototype._forEachChild = function (cb) {\n
var _this = this;\n
Object.keys(this.controls).forEach(function (k) { return cb(_this.controls[k], k); });\n
};\n
/** @internal
*/\n
FormGroup.prototype._setUpControls = function () {\n
var _this = this;\n
this._forEachChild(function (control) {\n
control.setParent(_this);\n
control._registerOnCollectionChange(_this._onCollectionChange);\n
});\n
};\n
/** @internal */\n
FormGroup.prototype._updateValue = function () { this.value = this._reduceValue(); };\n
/** @internal */\n
FormGroup.prototype._anyControls = function (condition) {\n
var _this = this;\n
var res = false;\n
this._forEachChild(function (control, name) {\n
res = res || (_this.contains(name) &&
condition(control));\n
});\n
return res;\n
};\n
/** @internal */\n
FormGroup.prototype._reduceValue = function () {\n
var _this = this;\n
return
this._reduceChildren({}, function (acc, control, name) {\n
if (control.enabled || _this.disabled) {\n
acc[name] = control.value;\n
}\n
return acc;\n
});\n
};\n
/** @internal */\n
FormGroup.prototype._reduceChildren = function (initValue, fn) {\n
var res = initValue;\n
this._forEachChild(function (control, name) { res = fn(res, control, name); });\n
return res;\n
};\n
/**
@internal */\n
FormGroup.prototype._allControlsDisabled = function () {\n
var e_1, _a;\n
try {\n
for (var _b = __values(Object.keys(this.controls)), _c = _b.next(); !_c.done; _c = _b.next()) {\n
var controlName = _c.value;\n
if (this.controls[controlName].enabled) {\n
return false;\n
}\n
}\n
}\n
catch (e_1_1) { e_1 = { error: e_1_1 }; }\n
finally {\n
try {\n
if (_c && !_c.done && (_a = _b.return)) _a.call(_b);\n
}\n
finally { if (e_1)

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@internal
FormArray.prototype.removeAt = function (index) {
    if (this.controls[index]) {
        this.controls.splice(index, 0, control);
        this._registerControl(control);
        this.updateValueAndValidity();
    }
}

FormArray.prototype.insert = function (index, control) {
    this.controls.splice(index, 0, control);
    this._registerControl(control);
    this.updateValueAndValidity();
}

FormArray.prototype.push = function (control) {
    this.controls.push(control);
    this._registerControl(control);
    this.updateValueAndValidity();
}

FormArray.prototype.at = function (index) {
    return this.controls[index];
}

FormArray.prototype._setUpControls = function () {
    this.updateValueAndValidity();
    this._initObservables();
    this._setUpdateStrategy(validatorOrOpts);
    coerceToValidator(validatorOrOpts), coerceToAsyncValidator(asyncValidator, validatorOrOpts)) || this;
}

FormArray.prototype.valueOf = function () {
    return this.controls;
}

FormArray.prototype._forEachChild = function (control, name) {
    if (value[name] === undefined) {
        throw new Error("Must supply a value for form control with name: "+ name + ";" + `);
    }
}

FormArray.prototype._checkAllValuesPresent = function (value) {
    this._forEachChild(function (control, name) {
        if (value[name] === undefined) {
            throw new Error("Must supply a value for form control with name: "+ name + ";" + `);
        }
    });
    return true;
}

FormArray.prototype._initObservables = function () {
    // this._setUpControls();
    // this._initObservables();
    // this._setUpStrategy(validatorOrOpts); this._setInitControls();
    this._updateValueAndValidity({ onlySelf: true, emitEvent: false });
}

FormArray.prototype._setUpStrategy = function (validatorOrOpts) {
    this._setUpControlStrategy(validatorOrOpts); this._setUpControls(validatorOrOpts); this._setUpUpdateStrategy(validatorOrOpts);
}
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```ts
const arr = new FormArray([/*`FormArray` object with both a value and a disabled status.`*/
    new FormControl(),
]);
```

This method performs strict checks, and throws an error if you try

```ts
* to set the value of a control that doesn't exist or if you exclude the

- value of a control.

```ts
* `@usageNotes` * `##` Set the values for the controls in the form

array

```ts
* const arr = new FormArray([/*`FormArray` object with both a value and a disabled status.`*/
    new FormControl(),
    new FormControl()
]);
```

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.

```ts
* It accepts both super-sets and sub-sets of the array without throwing an

error.

```ts
* `@usageNotes` * `##` Patch the values for controls in a form array

```ts
* `@param` options Configure options that determine how the control propagates

changes and

- emits events after the value changes

```ts
* `onlySelf`: When true, each change only affects this control, and not its parent. Default

- is false.

```ts
* `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.

```ts
* The configuration options are passed to the `AbstractControl.updateValueAndValidity` method.

```ts
* FormArray.prototype.setValue = function (value, options) {

```ts
* value.forEach(function (newValue, index) {

```ts
* _this._throwIfControlMissing(index);

- The `FormArray` and all descendants are marked `pristine` and `untouched`, and the

- value 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.

```ts
* `@usageNotes` * `##` Reset the values in a

form array

```ts
* const arr = new FormArray([/*`FormArray` object with both a value and a disabled status.`*/
    new FormControl(),
    new FormControl()
]);
```

- `FormArray` and all descendants are marked `pristine` and `untouched`, and the

- value 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.

```ts
* `@usageNotes` * `##` Reset the values in a

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- value 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.
this.resetForm(); };

/**
 * @description
 * Resets the form to an initial value and resets its
 * controls when the "reset" event is triggered on the form.
 */
NgForm.prototype.onReset = function () {
    this.ngSubmit.emit($event);
    return false;
};

/**
 * @description
 * Method called when the "submit" event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the "submit" event as its payload.
 */
NgForm.prototype.onSubmit = function ($event) {
    this.submitted = true;
    syncPendingControls(this.form, this._directives);
    this.control.setValue(value);
};

/**
 * @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.
 */
NgForm.prototype.updateModel = function (dir, value) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
    var ctrl = _this.form.get(dir.path);
    ctrl.setValue(value);
};

/**
 * @description
 * Methods for handling form-related events.
 */
NgForm.prototype.addFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        group = new FormGroup({});
        setUpFormContainer(group, dir);
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, dir);
    });
    _this._findContainer(dir.path).
        setControl(dir.name, dir.control, dir.control.updateValueAndValidity({ emitEvent: false }));
    _this._directives.push(dir);
}

/**
 * @description
 * Methods for finding form-related objects.
 */
NgForm.prototype.getFormGroup = function (dir) {
    return this.form.get(dir.path);}

/**
 * @description
 * Methods for manipulating form-related objects.
 */
NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); };

/**
 * @description
 * Returns a map of the controls in this group.
 */
NgForm.prototype.controls = function () { return this.form.controls; };

/**
 * @description
 * Returns an array representing the path to this group.
 */
NgForm.prototype.path = function () { return this.form.path; };

/**
 * @description
 * The internal `FormGroup` instance.
 */
get: function () { return this.form; };

/**
 * @description
 * Returns a map of the controls in this group.
 */
NgForm.prototype.controls = function () { return this.form.controls; };

/**
 * @description
 * The internal `FormGroup` instance.
 */
get: function () { return this.form; };

/**
 * @description
 * Retuns an array representing the path to this group.
 */
NgForm.prototype.path = function () { return this.form.path; };

Object.defineProperty(NgForm.prototype, "control", {
    /**
     * @description
     * The internal `FormGroup` instance.
     */
    get: function () { return this.form; };
    enumerable: true,
    configurable: true
});

Object.defineProperty(NgForm.prototype, "controls", {
    /**
     * @description
     * Returns a map of the controls in this group.
     */
    get: function () { return this.form.controls; };
    enumerable: true,
    configurable: true
});

Object.defineProperty(NgForm.prototype, "path", {
    /**
     * @description
     * Returns an array representing the path to this group.
     */
    get: function () { return this.form.path; };
    enumerable: true,
    configurable: true
});

Object.defineProperty(NgForm.prototype, "controls", {
    /**
     * @description
     * Returns a map of the controls in this group.
     */
    get: function () { return this.form.controls; };
    enumerable: true,
    configurable: true
});

Object.defineProperty(NgForm.prototype, "path", {
    /**
     * @description
     * Returns an array representing the path to this group.
     */
    get: function () { return this.form.path; };
    enumerable: true,
    configurable: true
});

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NgForm.prototype.resetForm = function (value) {
            if (value === void 0) { value = undefined; }
            this.form.reset(value);
            this.submitted = false;
        };
NgForm.prototype._setUpdateStrategy = function (path) {
            this.path.pop();
            return path.length ? this.form.get(path) : this.form;
        };
NgForm.prototype.valueOf = function () {
            return this.value;
        };
NgForm.prototype._findContainer = function (path) {
            path.pop();
            return path.length ? this.form.get(path) : this.form;
        };

__decorate(
            [core.Input('ngFormOptions'),
            __metadata("design:type", Object)
        ],
NgForm.prototype, "options", void 0);
NgForm = __decorate(
            [core.Directive({
                selector: 'form:not([ngNoForm]):not([formGroup]),ng-form,[ngForm]',
                providers: [formDirectiveProvider]
            }),
            __param(0, core.Optional()), __param(0, core.Self()),
            __param(0, core.Inject(NG_VALIDATORS)),
            __param(1, core.Optional()), __param(1, core.Inject(NG_ASYNC_VALIDATORS)),
            __metadata("design:paramtypes", [Array, Array])
        ],
NgForm);

    /**
     * @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
     */
    /**
     * @description
     * 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;
        }
        /**
         * @description
         * An
         * internal callback method triggered on the instance after the inputs are set.
         * Registers the group with its
         * parent group.
         *
         * @param value The new value for the form.
         */
        AbstractFormGroupDirective.prototype.ngOnInit = function () {
            this._checkParentType();
            this.formDirective.addFormGroup(this);
        };
        /**
         * @description
         * An internal callback method triggered before the instance is destroyed.
         * Removes the
         * group from its parent group.
         */
        AbstractFormGroupDirective.prototype.ngOnDestroy = function () {
            if (this.formDirective) {
                this.formDirective.removeFormGroup(this);
            }
        };
        Object.defineProperty(AbstractFormGroupDirective.prototype, "control", {
            /**
             * @description
             * The `FormGroup` bound to this directive.
             */
            get: function () { return this.formDirective.getFormGroup(this); },
            enumerable: true,
            configurable: true
        });
        Object.defineProperty(AbstractFormGroupDirective.prototype, "path", {
            /**
             * @description
             * The path to this group from the top-level directive.
             */
            get: function () { return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
            enumerable: true,
            configurable: true
        });
        Object.defineProperty(AbstractFormGroupDirective.prototype, "validator", {
            /**
             * @description
             * The synchronous validators registered with this group.
             */
            get: function () { return composeValidators(this._validators); },
            enumerable: true,
            configurable: true
        });
        Object.defineProperty(AbstractFormGroupDirective.prototype, "asyncValidator", {
            /**
             * @description
             * The async validators registered with this group.
             */
            get: function () { return composeAsyncValidators(this._asyncValidators); },
            enumerable: true,
            configurable: true
        });
        /** @internal */
        AbstractFormGroupDirective.prototype._checkParentType = function () { }

TemplateDrivenErrors = /** @class */ (function () { function TemplateDrivenErrors() { } })
export TemplateDrivenErrors = TemplateDrivenErrors;

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used to register form controls with a parent formGroup directive. Try using

```
<formControlName
```

instead. Example:

```
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```javascript
function NgModel(parent, validators, asyncValidators, valueAccessors) {
    var _this = _super.call(this) || {
        parent;
    }
    _this._rawValidators = validators || [];
    _this._rawAsyncValidators = asyncValidators || [];
    _this._rawValidators = validators || [];
    _this._rawAsyncValidators = asyncValidators || [];
    _this.update = new core.EventEmitter();
    _this._parent = parent;
    _this._rawValidators = validators || [];
    _this._rawAsyncValidators = asyncValidators || [];
    _this._rawValidators = validators || [];
    _this._rawAsyncValidators = asyncValidators || [];
    _this._rawValidators = validators || [];
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    _this._rawAsyncValidators = asyncValidators || [];
```
* @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.
 * @returns {void}

NgModel.prototype.ngOnChanges = function (changes) {
  if (this._registered) {
    this._setUpControl();
    if (isDisabled in changes) {
      this._updateDisabled(changes);
    }
    if (isPropertyUpdated(changes, this.viewModel)) {
      this._updateValue(this.model);
      this.viewModel = this.model;
    }
  }

/**
 * Lifecycle method called before the directive's instance is destroyed. For internal use only.
 * @returns {void}

NgModel.prototype.ngOnDestroy = function () {
  this.formDirective && this.formDirective.removeControl(this);
}

Object.defineProperty(NgModel.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.
   * @returns {string[]}
   *
   * @returns {string[]}
  */
  get: function () {
    return this._parent ? controlPath(this.name, this._parent) : [this.name];
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(NgModel.prototype, "formDirective", {
  /**
   * @description
   * The top-level directive for this control if present, otherwise null.
   * @returns {NgModelGroup|NgModel|AbstractFormGroupDirective|AbstractFormDirective|null}
  */
  get: function () { return this._parent ? this._parent.formDirective : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(NgModel.prototype, "validator", {
  /**
   * @description
   * Synchronous validator function composed of all the synchronous validators registered with this directive.
   * @returns {any}
  */
  get: function () { return composeValidators(this._rawValidators); },
  enumerable: true,
  configurable: true
});

Object.defineProperty(NgModel.prototype, "asyncValidator", {
  /**
   * @description
   * Async validator function composed of all the async validators registered with this directive.
   * @returns {any}
  */
  get: function () {
    return composeAsyncValidators(this._rawAsyncValidators);
  },
  enumerable: true,
  configurable: true
});

/**
 * @description
 * Sets the new value for the view model and emits an `ngModelChange` event.
 * @returns {void}
 *
 * @returns {void}
 *
 * @returns {void}
 */
NgModel.prototype.viewToModelUpdate = function (newValue) {
  this.viewModel = newValue;
  this.update.emit(newValue);
}

NgModel.prototype._setUpControl = function () {
  this._setUpdateStrategy();
  this._isStandalone() ? this._setUpStandalone() : this.formDirective.addControl(this);
  this._registered = true;
}

NgModel.prototype._setUpdateStrategy = function () {
  if (this.options && this.options.updateOn != null) {
    this.control._updateOn = this.options.updateOn;
  }
}

NgModel.prototype._isStandalone = function () {
  return !this._parent || !!(this.options && this.options.standalone);
}

NgModel.prototype._setUpStandalone = function () {
  setUpControl(this.control, this);
  this.control.updateValueAndValidity({ emitEvent: false });
}

NgModel.prototype._checkForErrors = function () {
  if (!this._isStandalone()) {
    this._checkParentType();
  }
  this._checkName();
}

NgModel.prototype._checkParentType = function () {
  if (!(this._parent instanceof NgModelGroup) &&
    this._parent instanceof AbstractFormGroupDirective) {
    TemplateDrivenErrors.formGroupNameException();
  } else if (!(this._parent instanceof NgModelGroup) &&
    !((this._parent instanceof NgForm) ||
      TemplateDrivenErrors.modelParentException()));
}

NgModel.prototype._checkName = function () {
  if (this.options && this.options.name) {
    this.name = this.options.name;
  } else if (!this._isStandalone() && !this.name) {
    TemplateDrivenErrors.missingNameException();
  }
}

NgModel.prototype._updateValue = function (value) {
  var _this = this;
  resolvedPromise$1.then(function () { _this.control.setValue(value, { emitViewToModelChange: false }); });
}

NgModel.prototype._updateDisabled = function (changes) {
  var _this = this;
  var disabledValue = changes[isDisabled].currentValue;
  var isDisabled = disabledValue === "false";
  resolvedPromise$1.then(function () {
    if (isDisabled && !_this.control.disabled) {
      _this.control.disable();
    } else if

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```javascript
(isDisabled & _this.control.disabled) {
    _this.control.enable();
    _this.disabled = true;
}

__decorate([core.Input(),
            __metadata("design:type", Boolean)
        ], NgModel.prototype,
        "isDisabled", void 0);
__decorate([core.Input('disabled'),
            __metadata("design:type", Boolean)
        ], NgModel.prototype,
        "isDisabled", void 0);
__decorate([core.Input('ngModel'),
            __metadata("design:type", Object)
        ], NgModel.prototype,
        "model", void 0);
__decorate([core.Input('ngModelOptions'),
            __metadata("design:type", Object)
        ], NgModel.prototype,
        "options", void 0);
__decorate([core.Output('ngModelChange'),
            __metadata("design:type", Object)
        ], NgModel.prototype,
        "update", void 0);

NgModel = __decorate([
            core.Directive({
                selector: 
                    '[ngModel]:not([formControlName]):not([formControl])',
                providers: [formControlBinding],
                exportAs: 'ngModel'
            }),
            __param(0, core.Optional()), __param(0, core.Host()),
            __param(1, core.Optional()), __param(1, core.Self()),
            __param(2, core.Optional()), __param(2, core.Self()),
            __param(3, core.Optional()), __param(3, core.Self()),
            __param(3, core.Inject(NG_ASYNC_VALIDATORS)),
            __param(4, core.Optional()), __param(4, core.Self()),
            __param(4, core.Inject(NG_VALUE_ACCESSOR)),
            __param(5, core.Optional()), __param(5, core.Self()),
            __param(5, core.Inject(NG_VALIDATORS)),
            selector: ['[ngModel]:not([formControlName]):not([formControl]),
                        providers: [formControlBinding],
                        exportAs: 'ngModel'
                    ],
            NgModel.prototype
        ], NgControl.prototype
    )(NgControl);

return NgModel;

/**
 * @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
 */

/**
 * @description
 * Enables `novalidate` attribute to all forms by default.
 * 
 * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:
 * ```
 * <form ngNativeValidate></form>
 * ```
 * 
 * @publicApi
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 */

var NgNoValidate = /** @class */ (function () {
    function NgNoValidate() {
    }
    NgNoValidate = __decorate([core.Directive({
        selector: 'form:not([ngNoForm]):not([ngNativeValidate])',
        host: { 'novalidate': '' }
    }),
    NgNoValidate.prototype
], NgModel.prototype
    );

    return NgNoValidate;

    /**
     * Token to provide to turn off the ngModel warning on formControl and formControlName.
     */
    var NG_MODEL_WITH_FORM_CONTROL_WARNING = new core.InjectionToken('NgModelWithFormControlWarning');
    var formControlBinding$1 = {
        provide: NgControl,
        useExisting: core.forwardRef(function () { return FormControlDirective; })
    };
    /**
     * * Syncs a standalone `FormControl` instance to a form control element.
     * * 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 after Angular.
     * * Now deprecated.
     * * `this.value` is used to disable browser's native form validation.
     * * `novalidate` attribute is used to disable browser's native form validation.
     * * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute.
     * * @example forms/ts/simpleFormControl/simple_form_control_example.ts region=Component
     * *
     * Use with `ngModel`.
     * *
     * 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 after 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'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.
     * *
     * 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:

```html
<input [formControl]="control">
```

```ts
this.control.setValue('some value');
```
* Sets the new value for the view model and emits an `ngModelChange` event.
* @param newValue
The new value for the view model.
* @param newValue
FormControlDirective.prototype._isControlChanged = function (changes) {
    return changes.hasOwnProperty('form');
};
var FormControlDirective_1 =/**
* Static property used to track whether any ngModel warnings have been sent across
* all instances of FormControlDirective. Used to support warning config of "once".
* @internal
*/
FormControlDirective._ngModelWarningSentOnce = false;
__decorate([core.Input('formControl'), __metadata("design:type", FormControl)
], FormControlDirective.prototype, "form", void 0);
__decorate([core.Input('disabled'), __metadata("design:type", Boolean),
__metadata("design:paramtypes", [Boolean])
], FormControlDirective.prototype, "isDisabled", null);
__decorate([core.Input('ngModel'), __metadata("design:type", Object)
], FormControlDirective.prototype, "model", void 0);
__decorate([core.Output('ngModelChange'), __metadata("design:type", Object)
], FormControlDirective.prototype, "update", void 0);
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.prototype, "formDirective", void 0);
return FormControlDirective;

    /**
     * @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
     */
    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 [Reactive Forms Guide](guide/reactive-forms)
     * @see `AbstractControl`
     *
     * ### Register Form Group
     *
     * The following example registers a
     * `FormGroup` with first name and last name controls,
     * and listens for the *ngSubmit* event when the button is
     * clicked.
     * @example forms/ts/simpleFormGroup/simple_form_group_example.ts
     *
     * @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;
        /**
         * @description
         * Reports whether the form submission has been triggered.
         */
        _this.submitted = false;
        /**
         * @description
         * Tracks the list of added
         * `FormControlName` instances
         * @description
         * * Tracks the `FormGroup` bound to this directive.
         */
        _this.directives = [];
        /**
         * @description
         * * Tracks the `FormGroup` bound to this directive.
         */
        _this._validators = _validators;
        /**
         * @description
         * * Tracks the `FormGroup` bound to this directive.
         */
        _this._asyncValidators = _asyncValidators;
        /**
         * @description
         * * Tracks the `FormGroup` bound to this directive.
         */
        _this._this_submitted = false;
        /**
         * @description
         * * Tracks the `FormGroup` bound to this directive.
         */
        _this.ngSubmit = new core.EventEmitter();
    });
    FormGroupDirective.prototype.ngOnChanges = function (changes) {
        this._checkFormPresent();
        if (changes.hasOwnProperty('form')) {
            this._updateValidators();
            this._updateDomValue();
            this._updateRegistrations();
            this._updateRegistrations();
            Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
                /**
                 * @description
                 * Returns this directive's instance.
                 */
            });
        } else if (changes.hasOwnProperty('form')) {
            this._updateRegistrations();
            Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
                /**
                 * @description
                 */
            });
        } else { /* fall through */
            if (changes.hasOwnProperty('isDisabled')) {
                this._updateDomValue();
                this._updateRegistrations();
            }
        }
    }
    Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
        /**
         * @description
         * Returns this directive's instance.
         */
    });

    /**
     * @description
     * * Tracks the `FormGroup` bound to this directive.
     */
    FormGroupDirective.prototype._this_directives = [];
    /**
     * @description
     * * Tracks the `FormGroup` bound to this directive.
     */
    this._this_form = null;
    /**
     * @description
     */
    _this_submitted = false;
    /**
     * @description
     */
    _this_ngSubmit = new core.EventEmitter();
    /**
     * @description
     */
    A lifecycle method called when the directvie's inputs change. For internal use only.
    /**
     * @description
     */
    this._updateRegistrations();
    /**
     * @description
     */
    this._updateRegistrations();
    Object.defineProperty(FormGroupDirective.prototype, "formDirective", {
        /**
         * @description
         */
    });

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```javascript
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 });
}

FormGroupDirective.prototype._updateRegistrations = function () {
    var _this = this;
    this.form._registerOnCollectionChange(function () { return _this._updateDomValue(); });
    if (this._oldForm)
        this._oldForm._registerOnCollectionChange(function () { });
    this._oldForm = this.form;
}

FormGroupDirective.prototype._updateValidators = function () {
    var sync = composeValidators(this._validators);
    this.form.validator = Validators.compose([this.form.validator, sync]);
    var async = composeAsyncValidators(this._asyncValidators);
    this.form.asyncValidator = Validators.composeAsync([this.form.asyncValidator, async]);
}

FormGroupDirective.prototype._checkFormPresent = function () {
    if (!this.form) {
        ReactiveErrors.missingFormException();
    }
}

@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 });
}

FormGroupDirective.prototype._updateRegistrations = function () {
    var _this = this;
    this.form._registerOnCollectionChange(function () { return _this._updateDomValue(); });
    if (this._oldForm)
        this._oldForm._registerOnCollectionChange(function () { });
    this._oldForm = this.form;
}

FormGroupDirective.prototype._updateValidators = function () {
    var sync = composeValidators(this._validators);
    this.form.validator = Validators.compose([this.form.validator, sync]);
    var async = composeAsyncValidators(this._asyncValidators);
    this.form.asyncValidator = Validators.composeAsync([this.form.asyncValidator, async]);
}

FormGroupDirective.prototype._checkFormPresent = function () {
    if (!this.form) {
        ReactiveErrors.missingFormException();
    }
}

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 });
}

FormGroupDirective.prototype._updateRegistrations = function () {
    var _this = this;
    this.form._registerOnCollectionChange(function () { return _this._updateDomValue(); });
    if (this._oldForm)
        this._oldForm._registerOnCollectionChange(function () { });
    this._oldForm = this.form;
}

FormGroupDirective.prototype._updateValidators = function () {
    var sync = composeValidators(this._validators);
    this.form.validator = Validators.compose([this.form.validator, sync]);
    var async = composeAsyncValidators(this._asyncValidators);
    this.form.asyncValidator = Validators.composeAsync([this.form.asyncValidator, async]);
}

FormGroupDirective.prototype._checkFormPresent = function () {
    if (!this.form) {
        ReactiveErrors.missingFormException();
    }
}
```

---

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FormArrayName = /** @class */ (function (_super) {
    __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;
    }
    FormArrayName.prototype.ngOnInit = function () {
        this._checkParentType();
        this.formDirective.addFormArray(this);
    };
    FormArrayName.prototype.ngOnDestroy = function () {
        if (this.formDirective) {
            this.formDirective.removeFormArray(this);
        }
    };
    Object.defineProperty(FormArrayName.prototype, "name", {
        /**
         * @description
         * The name of the `FormArray`.
         */
        get: function () { return this.formDirective.name; },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(FormArrayName.prototype, "formDirective", {
        /**
         * @description
         * The top-level directive for this group if present, otherwise null.
         */
        get: function () {
            return this._parent ? this._parent.formDirective : null;
        },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(FormArrayName.prototype, "path", {
        /**
         * @description
         * Returns an array that represents the path from the top-level form to this control.
         */
        get: function () {
            return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
        },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(FormArrayName.prototype, "validator", {
        /**
         * @description
         * Synchronous validator function composed of all the synchronous
         * validators registered with this directive.
         */
        get: function () { return composeValidators(this._validators); },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(FormArrayName.prototype, "asyncValidator", {
        /**
         * Async validator function composed of all the async validators registered with this directive.
         */
        get: function () { return composeAsyncValidators(this._asyncValidators); },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(FormArrayName.prototype, "hasInvalidParent", {
        /**
         * @description
         * Whether the parent control has an invalid parent.
         */
        get: function () { return this._parent && this._parent.hasInvalidParent(); },
        enumerable: true,
        configurable: true
    });
    FormArrayName.prototype._checkParentType = function () {
        if (_hasInvalidParent(this._parent)) {
            ReactiveErrors.arrayParentException();
        }
    };
    __decorate([
        core.Input('formArrayName'),
        __metadata("design:type", Object)
    ], FormArrayName.prototype, "name", void 0);
    return FormArrayName;
})(AbstractFormGroupDirective);
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As of v6, the `ControlContainer` type has been deprecated in Angular. In future versions of Angular, `ControlContainer` will be removed. 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 within reactive form directives (and get/set values using reactive forms patterns) or switch over to a template-driven form.

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 'TemplateReactiveFormsModule' at import time:

```ts
@NgModule({
   imports: [TemplateReactiveFormsModule
                .withConfig({warnOnNgModelWithFormControl: 'never'})
            ]
})
```

In both cases, you have the option of showing a warning only once in dev mode. You can choose to show a warning only once in dev mode by providing a config value of 'never'.
return _super !== null && _super.apply(this, arguments) || this;
        }
        /**
         * @description
         *
         * Method that validates whether or not the checkbox has been checked.
         * Returns the validation result if enabled, otherwise null.
         */
        CheckboxRequiredValidator.prototype.validate = function (control) {
            return this.required ? Validators.requiredTrue(control) : null;
        };
        CheckboxRequiredValidator = __decorate([], CheckboxRequiredValidator);
        return CheckboxRequiredValidator;
    }(RequiredValidator));
    /**
     * @description
     * Provider which adds `EmailValidator` to the `NG_VALIDATORS` multi-provider list.
     */
    var EMAIL_VALIDATOR = {
        provide: NG_VALIDATORS,
        useExisting: core.forwardRef(function () { return 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.
     */
    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.
         * Returns the validation result if enabled, otherwise null.
         */
        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; };
        EmailValidator = __decorate([], EmailValidator);
        return EmailValidator;
    }();
    /**
     * @description
     * Provider which adds `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.
     */
    var MIN_LENGTH_VALIDATOR = {
        provide: NG_VALIDATORS,
        useExisting: core.forwardRef(function () { return MinLengthValidator; }),
        multi: true
    };
    /**
     * 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.
     */
    MinLengthValidator.prototype.ngOnChanges = function (changes) {
        if ('minlength' in changes) {
            this._createValidator();
            if (this._onChange)
                this._onChange();
        }
    };
    /**
     * Method that validates whether the value meets a minimum length
     * condition.
     */
    MinLengthValidator.prototype.validate = function (control) {
        return this.minlength <= control.value.length;
    };
    MinLengthValidator = __decorate([], MinLengthValidator);
    return MinLengthValidator;
requirement. Returns the validation result if enabled, otherwise null.

MinLengthValidator.prototype.validate = function (control) {
    return this.minlength == null ? null : this._validator(control);
};
/** * @description * Registers a callback function to call when the validator inputs change.
    */
MinLengthValidator.prototype.registerOnValidatorChange = function (fn) {
    this._onChange = fn;
};
MinLengthValidator.prototype._createValidator = function () {
    this._validator = Validators.minLength(typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
};
__decorate([core.Input()], MinLengthValidator.prototype, "minlength", void 0);
MaxLengthValidator = __decorate([core.Directive({
    selector: '[maxlength][formControlName], [maxlength][formControl], [maxlength][ngModel]',
    providers: [MAX_LENGTH_VALIDATOR],
    host: { '[attr.maxlength]': 'maxlength ? maxlength : null' }
}], MaxLengthValidator);

MaxLengthValidator.prototype.ngOnChanges = function (changes) {
    if ('maxlength' in changes) {
        this._createValidator();
        if (this._onChange)
            this._onChange();
    }
};
/** * @description * Method that validates whether the value exceeds the maximum length requirement.
    */
MaxLengthValidator.prototype.validate = function (control) {
    return this.maxlength != null ? this._validator(control) : null;
};
/** * @description * Registers a callback function to call when the validator inputs change.
    */
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()], MaxLengthValidator.prototype, "maxlength", void 0);
PatternValidator = __decorate([core.Directive({
    selector: '[pattern][formControlName], [pattern][formControl], [pattern][ngModel]',
    providers: [PATTERN_VALIDATOR],
    host: { '[attr.pattern]': 'pattern ? pattern : null' }
}], PatternValidator);
@NgModule ReactiveFormsModule
    * @NgModule FormsModule
    * @publicApi
    */
    var PatternValidator = /** @class */ (function () {
        function PatternValidator() {
        }
        /**
         * @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.
         */
        PatternValidator.prototype.ngOnChanges = function (changes) {
            if ('pattern' in changes) {
                this._createValidator();
                if (this._onChange)
                    this._onChange();
            }
        };
        /**
         * @description
         * Method that validates whether the value matches the
         * the pattern
         */
        PatternValidator.prototype.validate = function (control) { return
            this._validator(control); };
        /**
         * @description
         * Registers a callback function to call when the
         * validator inputs change.
         *
         * @param fn The callback function
         */
        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],
            host: {'[attr.pattern]': 'pattern ? pattern : null'}
        })
        ], PatternValidator);
        return PatternValidator;
    }());

    /**
     * @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 SHARED_FORM_DIRECTIVES = [NgNoValidate, NgSelectOption, NgSelectMultipleOption, DefaultValueAccessor, NumberValueAccessor, RangeValueAccessor, CheckboxControlValueAccessor, NgSelectControlValueAccessor, RadioControlValueAccessor, NgControlStatus, NgControlStatusGroup, RequiredValidator, MinLengthValidator, MaxLengthValidator, PatternValidator, CheckboxRequiredValidator, EmailValidator, ];
    var TEMPLATE_DRIVEN_DIRECTIVES = [NgModel, NgModelGroup, NgForm];
    var REACTIVE_DRIVEN_DIRECTIVES = [FormControlDirective, FormGroupDirective, FormName, FormGroupName, FormArrayName];
    /**
     * Internal module used for sharing directives between
     * FormsModule and ReactiveFormsModule
     */
    var InternalFormsSharedModule = /** @class */ (function () {
        function InternalFormsSharedModule() {
        }
        InternalFormsSharedModule = __decorate([core.NgModule({
            declarations: SHARED_FORM_DIRECTIVES,
            exports: SHARED_FORM_DIRECTIVES,
        })
        , InternalFormsSharedModule]
        , InternalFormsSharedModule);
        return
        InternalFormsSharedModule;
    }());
    /**
     * @description
     * Creates an `AbstractControl` from a user-specified
     * configuration.
     *
     * The `FormBuilder` provides syntactic sugar that shortens creating instances of a
     * `FormControl`, or `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex
     * forms.
     *
     * * @see [Reactive Forms Guide](https://angular.io/guide/reactive-forms)
     * * @publicApi
     */
    var FormBuilder = /** @class */ (function () {
        function 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't 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
         * * `submit`: A synchronous validator function, or an array of validator functions
         * * `change`: A synchronous validator function, or an array of validator functions
         * * `blur`: A synchronous validator function, or an array of validator functions
         * * `focus`: A synchronous validator function, or an array of validator functions
         *
         * @param options.Configuration options object for the 'FormGroup'. The object can't 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
         * * `submit`: A synchronous validator function, or an array of validator functions
         * * `change`: A synchronous validator function, or an array of validator functions
         * * `blur`: A synchronous validator function, or an array of validator functions
         * * `focus`: A synchronous validator function, or an array of validator functions
         */
    FormBuilder = __decorate([core.Directive({
        selector: '[formControl],[formControlName],[formControlGroup],[formControlGroupName],[formControlArray],[formControlArrayName]',
        providers: [INTERNAL_FORMS_SHARED_MODULE],
    })
    , FormBuilder]
    , FormBuilder);
    return
    FormBuilder;
}();

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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_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_c = REACTIVE_DRIVE...
### Store the change function

When implementing the `registerOnChange` method in your own value accessor, save the given function so your class calls it at the appropriate time. A new value accessor.

```ts
registerOnChange(fn: (_: any) => void): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
}
```
property to a native DOM element:
```ts
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);}
```

The disabled status is set to the element:
```ts
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
```

The following example shows how to use a checkbox with a reactive form:
```ts
const rememberLoginControl = new FormControl();
```

```html
<input type="checkbox" [formControl]="rememberLoginControl">
```

@ControlValueAccessor

```ts
constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {
}
```

```ts
writeValue(value: any): void {
this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);
}
```

```ts
registerOnChange(fn: (_: any) => {}): void {
this.onChange = fn;
}
```

```ts
registerOnTouched(fn: () => {}): void {
this.onTouched = fn;
}
```

```ts
setDisabledState(isDisabled: boolean): void {
this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}
```

```ts
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```

```ts
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```
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`.
 *
 *
 */
export abstract 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;

  /**
   * @description
   * Reports whether the control is valid, meaning that an error exists in the input value.
   * @returns true if no validation errors exist with the current value.
   * @returns false if the control is not present, null is returned.
   * @returns false if the control is invalid, meaning that an error exists in the input value.
   * @returns true if the control is not present, null is returned.
   * @returns false if the control is invalid, meaning that an error exists in the input value.
   * @returns false if the control is not present, null is returned.
   * @returns true if the control is invalid, meaning that an error exists in the input value.
   * @returns true if the control is invalid, meaning that an error exists in the input value.
   * @returns false if the control is not present, null is returned.
   */
  get valid(): boolean|null { return this.control ? this.control.valid : null;
  }

  /**
   * @description
   * Reports whether the control is invalid, meaning that an error exists in the input value.
   * @returns true if the control is not present, null is returned.
   * @returns false if the control is invalid, meaning that an error exists in the input value.
   * @returns true if the control is invalid, meaning that an error exists in the input value.
   * @returns false if the control is invalid, meaning that an error exists in the input value.
   * @returns true if the control is invalid, meaning that an error exists in the input value.
   */
  get invalid(): boolean|null { return this.control ? this.control.invalid : null;
  }

  /**
   * @description
   * Returns the value of the control if it is present, otherwise null.
   * @returns the current value.
   * @returns null if the control is not present, null is returned.
   */
  get value(): any { return this.control ? this.control.value : null;
  }

  /**
   * @description
   * Reports whether a control is pending, meaning that async validation is occurring and errors are not yet available for the input value.
   * @returns true if the control is not present, null is returned.
   */
  get pending(): boolean|null { return this.control ? this.control.pending : null;
  }

  /**
   * @description
   * Reports whether the control is disabled, meaning that the control is disabled in the UI and is exempt from validation checks and excluded from aggregate values of ancestor controls.
   * @returns true if the control is not present, null is returned.
   */
  get disabled(): boolean|null { return this.control ? this.control.disabled : null;
  }
}

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*/

import {AbstractControlDirective} from
'./abstract_control_directive';
import {Form} from './form_interface';

/**
 * @description
 * A base class for directives that contain multiple registered instances of `NgControl`.
 * Only used by the forms module.
 */

export class ControlContainer extends AbstractControlDirective {
  /**
   * @description
   * The name for the control
   */
  name !: string | number | null;

  /**
   * @description
   * The top-level form directive for the control
   */
  get formDirective(): Form | null { return null; }

  /**
   * @description
   * The path to this group.
   */
  get path(): string | null { return null; }
}

/**
 * @description
 * A base class for all control `FormControl`-based directives.
 * @publicApi
 */
export class NgControl extends AbstractControlDirective {
  /**
   * @description
   * The parent form for the control
   */
  _parent: ControlContainer | null = null;

  /**
   * @description
   * The name for the control
   */
  name: string | number | null = null;

  /**
   * @description
   * The value accessor for the control
   */
  valueAccessor: ControlValueAccessor | null = null;

  /**
   * @description
   * The un composed array of synchronous validators for the control
   */
  _rawValidators: Array<Validator | ValidatorFn> = [];

  /**
   * @description
   * The registered synchronous validator function for the control
   */
  get validator(): ValidatorFn | null { return <ValidatorFn>unimplemented(); }

  /**
   * @description
   * The registered async validator function for the control
   */
  get asyncValidator(): AsyncValidatorFn | null { return <AsyncValidatorFn>unimplemented(); }

  /**
   * @description
   * The callback method to update the model from the view when requested
   */
  viewToModelUpdate(newValue: any): void;
}

/**
 * @description
 * Directive automatically applied to Angular form controls that sets CSS classes
 * based on control status.
 *
 * @usageNotes
 *
 * ### CSS classes applied
 *
 * The following classes are applied as the properties become true:
 *
 * * ng-valid
 * * ng-invalid
 * * ng-pending
 * * ng-pristine
 * * ng-dirty
 * * ng-untouched
 * * ng-touched
 *
 * @ngModule
 * ReactiveFormsModule
 * @ngModule
 * FormsModule
 * @publicApi
 */
@Directive({selector: '
[formControlName],
[ngModel],
[formControl]', host: ngControlStatusHost})
export class NgControlStatus extends
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AbstractControlStatus {
  constructor(@Self() cd: NgControl) {
    super(cd); }
} //n/**\n* @description
* Directive automatically applied to Angular form groups that sets CSS classes
* based on control status (valid/invalid/dirty/etc).
* @ngModule FormsModule
* @publicApi
* 

/**
 * @description
 * Directive automatically applied to Angular form groups that sets CSS classes
 * based on control status (valid/invalid/dirty/etc).
 * @ngModule ReactiveFormsModule
* @ngModule FormsModule
* @publicApi
* @license
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*/

import {InjectionToken, ɵisObservable as isObservable,
  ɵisPromise as isPromise} from '@angular/core';
import {Observable, forkJoin, from} from 'rxjs';
import {map} from 'rxjs/operators';
import {AsyncValidatorFn, ValidationErrors, Validator, ValidatorFn} from './directives/validators';
import {AbstractControl, FormControl} from './model';

function isEmptyInputValue(value: any): boolean {
  // we don't check for string here so it also works with arrays
  return value == null || value.length === 0;
}

/**
 * @description
 * An `InjectionToken` for registering additional synchronous validators used with `AbstractControl`s.
 * @see `NG_ASYNC_VALIDATORS`
 * @usageNotes
 * ### Providing a custom validator
 * The following example registers a custom validator directive. Adding the validator to the
 * existing collection of validators requires the `multi: true` option:
 * ```typescript
 * @Directive({
 *   selector: `customValidator`,
 *   providers: [ɵNgValidator, multi: true]
 * })
 * class CustomValidatorDirective implements Validator {
 *   validate(control: AbstractControl): ValidationErrors | null {
 *     return { 'custom': true };
 *   }
 * }
 * ```
 * @publicApi
 */
export const NG_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgValidators');

/**
 * @description
 * An `InjectionToken` for registering additional asynchronous validators used with `AbstractControl`s.
 * @see `NG_VALIDATORS`
 * @publicApi
 */
export const NG_ASYNC_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgAsyncValidators');

/**
 * 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 (`.`). For example `localhost` or
 * - `tld` cannot consist of more than 63 characters.
 * - The whole address cannot be longer than 254 characters.
 *
 * ## Implementation
 * This regexp was ported over from AngularJS (see there for git history):
 * https://github.com/angular/angular.js/blob/c133ef836/src/ng/directive/input.js#L27
 * It is based on the
 * [WHATWG version](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
 * punctuation symbols).
 * ### validate(email)
 * @param {string} email
 * @returns {boolean}
 * The following example registers a custom validator directive. Adding the validator to the
 * existing collection of validators requires the `multi: true` option:
 * ```typescript
 * const control = new FormControl(2, Validators.min(3));
 * ```
 * @publicApi
 */
export class Validators {
  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static max(value: any, params: any) {
    return value >= params;
  }

  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static min(value: any, params: any) {
    return value <= params;
  }

  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static regex(regex: string) {
    return new RegExp(regex);
  }

  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static required(value: any) {
    return value !== null && value !== false;
  }

  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static typeOf(type: string) {
    return value => value instanceof type;
  }

  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static url(regex: string) {
    return new RegExp(regex);
  }

  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static valueOf(value: any) {
    return value;
  }

  /**
   * @description
   *Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
  static withMessage(message: string) {
    return (...args) => {
      // return true if the value is invalid
      return false;
    };
  }

  /**
   * @description
   *Validator that requires the control's value to be greater than or equal to the provided number.
   *
   * @param {number} number
   * @returns {boolean}
   * The following example registers a custom validator directive. Adding the validator to the
   * existing collection of validators requires the `multi: true` option:
   * ```typescript
   * ```
   * @publicApi
   */
}
```javascript
console.log(control.errors); // {min: {min: 3, actual: 2}}

// Controls with NaN values after parsing should be treated as not having an
// minimum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-min

return isNaN(value) && value < min ? {min: {min: min, actual: control.value}} : null;


// Controls with NaN values after parsing should be treated as having no minimum value.

return !isNaN(value) && value < min ? {'min': {'min': min, 'actual': control.value}} : null;


const value = parseFloat(control.value);

// Controls with NaN values after parsing should be treated as not
// having a maximum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-max

return !isNaN(value) && value > max ? {'max': {'max': max, 'actual': control.value}} : null;


const value = parseFloat(control.value);

// Controls with NaN values after parsing should be treated as not
// having a maximum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-max

return !isNaN(value) && value > max ? {'max': {'max': max, 'actual': control.value}} : null;


console.log(control.errors); // {max: {max: 15, actual: 16}}


// Controls with NaN values after parsing should be treated as not having a
// minimum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-min

return isNaN(value) && value < min ? {min: {min: min, actual: control.value}} : null;


// Controls with NaN values after parsing should be treated as not having a
// minimum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-min

return isNaN(value) && value < min ? {min: {min: min, actual: control.value}} : null;


```
use the `pattern` attribute.

```html
<input pattern="[a-zA-Z ]*">
```

* @see `updateValueAndValidity()`

```typescript
const control = new FormControl('Angular', Validators.pattern('[a-zA-Z ]*'));
```

* @usageNotes

### Validate that the field only contains letters or spaces

```html
<input minlength="5">
```

* @returns A validator function that

```typescript
Validators.minLength(5));
```

* @usageNotes

### Validate that the field has a minimum of 3 characters

```html
<input minlength="5">
```

* @returns A validator function that

```typescript
Validators.minLength(3));
```

* @usageNotes

### Validate that the field has a maximum of 5 characters

```html
<input maxlength="5">
```

* @returns A validator function that

```typescript
Validators.maxLength(5));
```

* @usageNotes

### Validate that the field contains a minimum of 3 characters

```html
<input minlength="5">
```

* @returns A validator function that

```typescript
Validators.minLength(5));
```

* @usageNotes

### Validate that the field contains a maximum of 5 characters

```html
<input maxlength="5">
```

* @returns A validator function that

```typescript
Validators.maxLength(5));
```
returns an error map with the
* merged error objects of the async validators if the validation check fails,
otherwise `null`.

* @see `updateValueAndValidity()`

* @static compose

(MS) validators:

AsyncValidatorFn
null

if (!validators) return null;

const presentValidators
AsyncValidatorFn[ ] = validators.filter(isPresent) as any;

if (presentValidators.length == 0) return null;

return function(control: AbstractControl) {

  const observables = _executeAsyncValidators(control, presentValidators).map(toObservable);

  return forkJoin(observables).pipe(map(_mergeErrors));
}

return function(control: AbstractControl) {
  return asyncValidators.map(v =>
    _executeAsyncValidators(control, presentValidators).map(toObservable)
  ).pipe(map(_mergeErrors));
}

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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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 * 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
  };
import {Directive, ElementRef, 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[] = [];

  /**
   * @description
   * Adds a control to the internal registry. For internal use only.
   */
  add(control: NgControl, accessor: RadioControlValueAccessor) {
    this._accessors.push([control, accessor]);
  }

  /**
   * @description
   * Removes a control from the internal registry. For internal use only.
   */
  remove(accessor: RadioControlValueAccessor) {
    for (let i = this._accessors.length - 1; i >= 0; --i) {
      if (this._accessors[i][1] === accessor) {
        this._accessors.splice(i, 1);
        return;
      }
    }
  }

  /**
   * @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 &&
        controlPair[1].name === accessor.name;
  }
}

/**
 * @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.
 *
 * @usageNotes
 *
 * ### Using radio buttons with reactive form directives
 *
 * The following example shows how to use radio buttons in a reactive form. When using radio buttons in
 * a reactive
 * form, radio buttons in the same group should have the same `formControlName`.
 * Providing a `name` attribute is optional.
 * @example forms/ts/reactiveRadioButtons/reactive_radio_button_example.ts region='Reactive'
 */
@Directive({
  selector:
    'input[type=radio][formControlName],input[type=radio][formControl],input[type=radio][ngModel]',
  host: {'(change)': 'onChange()', '(blur)': 'onTouched()'},
  providers: [RADIO_VALUE_ACCESSOR]
})
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 = () => {};

  /**
   * Tracks the name of the radio input element
   */
  @Input() name: string;

  /**
   * Tracks the value of the radio input element
   */
  @Input() value: any;

  constructor(
      private _renderer: Renderer2, private _elementRef: ElementRef,
      private _registry: RadioControlRegistry, private _injector: Injector) {}

  /**
   * A lifecycle method called when the directive is initialized. For internal use only.
   */
  ngOnInit(): void {
    this._control = this._injector.get(NgControl);
    this._control.add(this._control, this);
    this._registry.add(this._control, this);
  }

  /**
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {
    this._registry.remove(this._control);,
    this._control.remove(this._control, this);
  }

  /**
   * Registers a function called when the control
   * is touched.
   */
  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): 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 _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;
  }
}
ngOnDestroy(): void { this._registry.remove(this); }

/**
 * @description
 * Sets the "checked" property value on the radio input element.
 * @param fn The callback function
 * @param value The checked value
 * @param isDisabled The disabled value
 */
writeValue(value: any): void {
  this._state = value === this.value;
  this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
}

/**
 * @description
 * Register a function called when the control value changes.
 * @param value The checked value
 */
registerOnChange(fn: (value: any) => void): void {
  this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); }
}

/**
 * @description
 * Register a function called when the control is touched.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

/**
 * Sets the "value" property on the input element.
 * @param value The checked value
 */
getValue(value: any): void {
  this.writeValue(value);
}

/**
 * Sets the "disabled" property on the input.element.
 * @param isDisabled The disabled value
 */
setDisplayDisabledState(isDisabled: boolean): void {
  if (this._registry.select(this)) {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}

/**
 * Checks the "disabled" property on the input element.
 * @param value The checked value
 */
setDisplayDisabledState(value: any): void {
  this.writeValue(value);
}

/**
 * @description
 * The "checked" property on the radio input element and unchecks it.
 */
writeValue(value: any): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
}

/**
 * Registers a function called when the control is touched.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

/**
 * Sets the "value" property on the input element.
 * @param value The checked value
 */
getValue(value: any): void {
  this.writeValue(value);
}

/**
 * @description
 * The ControlValueAccessor for writing a
 * range value and listening to range input changes.
 * The value accessor is used by the FormComponentDirective,
 * FormControlName, and NgModel
 */

/**
 * @description
 * The registered callback function called when a
 * change or input event occurs on the input element.
 */
registerOnChange(fn: (_: number|null) => void): void {
  this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); }
}

/**
 * @description
 * The registered callback function called when a blur event occurs on the input element.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

/**
 * Sets the "value" property on the input element.
 * @param value The checked value
 */
getValue(value: any): void {
  this.writeValue(value);
}

/**
 * @description
 * The registered callback function called when a blur event occurs on the input element.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

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 * Sets the "value" property on the input element.
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getValue(value: any): void {
  this.writeValue(value);
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 * The ControlValueAccessor for writing a
 * range value and listening to range input changes.
 * The value accessor is used by the FormComponentDirective,
 * FormControlName, and NgModel
 */

/**
 * The registered callback function called when a
 * change or input event occurs on the input element.
 */
registerOnChange(fn: (_: number|null) => void): void {
  this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); }
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

/**
 * Sets the "value" property on the input element.
 * @param value The checked value
 */
getValue(value: any): void {
  this.writeValue(value);
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

/**
 * Sets the "value" property on the input element.
 * @param value The checked value
 */
getValue(value: any): void {
  this.writeValue(value);
}

/**
 * The registered callback function called when a blur event occurs on the input element.
 */
registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}
valueString.split(':')]}\n\n\n\n```ts
const selectedCountriesControl = new FormControl();
```\n\n```ts
compareFn(c1: Country, c2: Country): boolean {
  return c1 && c2 ? c1.id === c2.id : c1 === c2;
}
```\n\n**Note:** We listen to the 'change' event because 'input' events aren't fired on select for Firefox and IE:

https://bugzilla.mozilla.org/show_bug.cgi?id=1024350

@ngModule ReactiveFormsModule
@ngModule FormsModule
@publicApi
```
Array.from(this._optionMap.keys()) {  
    id, value  
}  
return null;  

* @description * Marks `<option>` as dynamic, so Angular can be notified when options change.  

* @ngModule ReactiveFormsModule * @ngModule FormsModule  

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import {Directive, ElementRef, Host, Input, OnDestroy, Optional, Renderer2, StaticProvider, forwardRef, looseIdentical} from '@angular/core';  

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';  

export const SELECT_MULTIPLE_VALUE_ACCESSOR: StaticProvider = {  
    provide: NG_VALUE_ACCESSOR,  
    useExisting: forwardRef(() => SelectMultipleControlValueAccessor),  
    multi: true
};  

function _buildValueString(id: string, value: any): string {  
    if (id == null) return value;  
    if (typeof value === 'string') value = `'${value}'`;  
    if (value && typeof value === 'object') value = 'Object';  
    return `${id}: ${value}`.slice(0, 50);  
}

function _extractId(valueString: string): string {  
    return valueString.split(':')[0];  
}

/** Mock interface for HTML Options */  
interface HTMLOption {  
    value: string;  
    selected: boolean;
}

/** Mock interface for HTMLCollection */  
abstract class HTMLCollection {  
    length!: number;  
    abstract item(_: number): HTMLOption;  
}

/** * 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` directives.  

* @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();
* ```

* ```
* <select multiple name="countries" [formControl]="countryControl">
*   <option *ngFor="let country of countries" [ngValue]="country">
*     {{ country.name }}
*   </option>
* </select>
* ```

* ### Customizing option selection

* To customize the default option comparison algorithm, `<select>` supports `compareWith` input.

* ```
* See the `SelectCountryValueAccessor` for usage.
* ```

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* The registered callback function called when a blur event occurs on the input element.

```typescript

  /* The registered callback function called when a blur event occurs on the input element.
   * @description
   * Tracks the option comparison algorithm for tracking identities when checking for changes.
   */
  onTouched = () => void;

  /**
   * @description
   * Tracks the option comparison algorithm for tracking identities when checking for changes.
   */
  @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;

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * @description
   * Sets the value property on one or more of the select's options.
   */
  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);
  }

  /**
   * @description
   * Registers a function called when the control value changes and writes an array of the selected options.
   */
  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);
    };
  }

  /**
   * @description
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }

  /**
   * Sets the disabled property on the select input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  /** @internal */
  _registerOption(value: ɵNgSelectMultipleOption): string {
    const id: string = (this._idCounter++).toString();
    this._optionMap.set(id, value);
    return id;
  }

  /** @internal */
  _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;
  }

  /** @internal */
  _getOptionValue(valueString: string): any {
    const id: string = _extractId(valueString);
    return this._optionMap.has(id) ? this._optionMap.get(id)!.value : valueString;
  }

  /**
   * @description
   * Marks `<option>` as dynamic, so Angular can be notified when options change.
   */
  @Input('ngValue')
  set ngValue(value: any) {
    if (this._select == null) return;
    this._value = value;
    this._setElementValue(_buildValueString(this.id, value));
    this._select.writeValue(this._select.value);
  }

  /**
   * @description
   * Tracks simple string values bound to the option element.
   */
  @Input('value')
  set value(value: any) {
    if (this._select) {
      this._value = value;
      this._setElementValue(_buildValueString(this.id, value));
      this._select.writeValue(this._select.value);
    } else {
      this._setElementValue(value.toString());
    }
  }
```

---

Open Source Used In MSX SD-Access Service Pack 3.9.0  4157
Lifecycle method called before the directive's instance is destroyed. For internal use only.

```typescript
ngOnDestroy(): void {
  if (this._select) {
    this._select_optionMap.delete(this.id);
    this._select.writeValue(this._select.value);
  }
}
```

```typescript
ngOnDestroy(): void {
  if (this._select) {
    this._select_optionMap.delete(this.id);
    this._select.writeValue(this._select.value);
  }
}
```

```typescript
export {ɵNgSelectMultipleOption as NgSelectMultipleOption};
```

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

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 {AbstractFormGroupDirective} from './abstract_form_group_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 {NgControl} from './ng_control';
import {normalizeAsyncValidator, normalizeValidator} from './normalize_validator';
import {NumberValueAccessor} from './number_value_accessor';
import {RadioControlValueAccessor} from './radio_control_value_accessor';
import {RangeValueAccessor} from './range_value_accessor';
import {FormArrayName} from './reactive_directives/form_group_name';
import {ReactiveErrors} from './reactive_errors';
import {SelectControlValueAccessor} from './select_control_value_accessor';
import {SelectMultipleControlValueAccessor} from './select_multiple_control_value_accessor';
import {AsyncValidator, 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 {
  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);

  setUpBlurPipeline(control, dir);

  if (dir.valueAccessor!.setDisabledState) {
    control.registerOnDisabledChange((isDisabled: boolean) => {
      dir.valueAccessor!.setDisabledState!(isDisabled);
    });
  }

  // re-run validation when validator 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();
}

function setUpViewChangePipeline(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnChange((newValue: any) => {
    control._pendingValue = newValue;
    control._pendingChange = true;
    control._pendingDirty = true;

    if (control.updateOn === 'change') updateControl(control, dir);
  });
}

function setUpModelChangePipeline(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnTouched(() => {
    if (dir.valueAccessor!.registerOnTouched()) {
      dir.valueAccessor!.registerOnTouched(null);
    }
    dir.valueAccessor!.registerOnTouched();
  });
}

function updateControl(control: FormControl, dir: NgControl): void {
  if (control._pendingDirty) dir.valueAccessor!.registerOnTouched();
  control.setValue(control._pendingValue, {
    emitModelToViewChange: false});
  dir.viewToModelUpdate(control._pendingValue);
  control._pendingChange = false;
}
```
void {  

  control.registerOnChange((newValue: any, emitModelEvent: boolean) => {  
    // control -> view
    dir.valueAccessor !.writeValue(newValue);  

    // control -> ngModel
    if (emitModelEvent)  
      dir.viewToModelUpdate(newValue);  

    // control -> ngModel
    if (emitModelEvent)  
      dir.viewToModelUpdate(newValue);
  });
}

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>):
    AsyncValidatorFn|null {
  return validators != null ? Validators.composeAsync(validators.map(normalizeAsyncValidator)) : null;
}

export function isPropertyUpdated(changes: {[key: string]: any}, viewModel: any): boolean {
  if (!changes.hasOwnProperty('model')) return false;
  const change = changes['model'];

  if (change.isFirstChange()) return true;
  return !looseIdentical(viewModel, change.currentValue);
}

const BUILTIN_ACCESSORS = [
  CheckboxControlValueAccessor,
  RangeValueAccessor,
  NumberValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
];

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;
    }
  });
}

// TODO: vsavkin remove it once
export function selectValueAccessor(
    dir: NgControl, valueAccessors: ControlValueAccessor[]): ControlValueAccessor|null {
  if (!valueAccessors) return null;

  if (!Array.isArray(valueAccessors))
    _throwError(dir, 'Value accessor was not provided as an array for form control with');

  let defaultAccessor: ControlValueAccessor|undefined = undefined;
  let builtinAccessor: ControlValueAccessor|undefined = undefined;
  let customAccessor: ControlValueAccessor|undefined = undefined;

  valueAccessors.forEach((v: ControlValueAccessor) => {
    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;
    }
  });

  if (customAccessor) return customAccessor;
  if (builtinAccessor) return builtinAccessor;
  if (defaultAccessor) return defaultAccessor;

  _throwError(dir, 'No valid value accessor for form control with');
  return null;
}

export function removeDir<T>(list: T[], el: T): void {
  const index = list.indexOf(el);
  if (index > -1) list.splice(index, 1);
}

// TODO(kara): remove after deprecation period
export function _ngModelWarning(name: string, type: {_ngModelWarningSentOnce: boolean}, instance: {_ngModelWarningSent: boolean}, warningConfig: string | null) {
  if (!isDevMode() || warningConfig === 'never') return;

  if (((warningConfig === null || warningConfig === 'once') && !type._ngModelWarningSentOnce) ||
      (warningConfig === 'always' && !instance._ngModelWarningSent)) {
    ReactiveErrors.ngModelWarning(name);
    type._ngModelWarningSentOnce = true;
    instance._ngModelWarningSent = true;
  }
}

import {EventEmitter} from '@angular/core';
import {Observable} from 'rxjs';
import {composeAsyncValidators, composeValidators} from

**Public Properties**

- `value`: any
- `parent`: FormGroup | FormArray
- `statusChanges`: Observable<any>
- `untouched`: boolean
- `touched`: boolean
- `dirty`: boolean
- `valid`: boolean
- `invalid`: boolean
- `pending`: boolean
- `errors`: ValidationErrors | null
- `status`: string
- `asyncValidator`: AsyncValidatorFn
- `validator`: ValidatorFn

**Public Methods**

- `setValidators(newValidator: ValidatorFn | ValidatorFn[] | null): void`
  - Sets the async validators that are active on this control.
  - When you add or remove a validator at run time, you must call this method for the new.
  - synchronous validators that are active on this control. Calling this overwrites any existing
  - validators.

- `updateValueAndValidity(): void`
  - Reports the valueChanges. Observable<any>
  - revalidates this control when all its validators pass. The method is called automatically
  - when a control is added to a form group or form array. If you do not call this method,
  - your data is not properly validated for the rest of the form.

- `markAsTouched(updateOn?: string[]): void`
  - Marks a control as touched. If updateOn is not provided, the default is `change`.
  - A control is marked `touched` when its `status` is `DISABLED`. A control is `touched` if the
  - control has been marked as `touched`.

- `markAsUntouched(updateOn?: string[]): void`
  - Marks the control as not touched. If updateOn is not provided, the default is `change`.
  - A control is marked `untouched` if the `status` of the control is `DISABLED`. If the
  - control has not been marked as `touched`.

- `getError(errorType?: string): any`
  - Returns the error message for a specific error type.

- `isTouched()`: boolean
  - Returns true if the control has been marked as `touched`. Returns false otherwise.

- `isUntouched()`: boolean
  - Returns true if the control has not been marked as `touched`. Returns false otherwise.

- `getAsyncError(errorType?: string): any`
  - Returns the async error message for a specific error type.

- `isAsyncTouched()`: boolean
  - Returns true if the control has been marked as `asyncTouched`. Returns false otherwise.

- `isAsyncUntouched()`: boolean
  - Returns true if the control has not been marked as `asyncTouched`. Returns false otherwise.

- `clearAsyncErrors()`: void
  - Clears all async errors from the control.

- `markAsPristine(updateOn?: string[]): void`
  - Marks a control as pristine. If updateOn is not provided, the default is `change`.
  - A control is marked `pristine` if the user has not yet changed the value in the UI.

- `markAsDirty(updateOn?: string[]): void`
  - Marks a control as dirty. If updateOn is not provided, the default is `change`.
  - A control is marked `dirty` if the user has not yet changed the value in the UI. A control
  - is considered `dirty` if the value has changed since the last time it was marked as `touched`.

- `markAsPending(updateOn?: string[]): void`
  - Marks a control as pending. If updateOn is not provided, the default is `change`.
  - A control is marked `pending` if it is in the process of conducting a validation check.

- `markAsValid(updateOn?: string[]): void`
  - Marks a control as valid. If updateOn is not provided, the default is `change`.
  - A control is marked `valid` if all its validators pass.

- `markAsInvalid(updateOn?: string[]): void`
  - Marks a control as invalid. If updateOn is not provided, the default is `change`.
  - A control is marked `invalid` if it has failed one or more of its validation checks.

- `markAsPristineAndInvalid(updateOn?: string[]): void`
  - Marks a control as pristine and invalid. If updateOn is not provided, the default is `change`.
  - A control is marked `pristine and invalid` if it is marked as `touched` and has not yet
  - changed the value in the UI.

- `markAsPristineAndDirty(updateOn?: string[]): void`
  - Marks a control as pristine and dirty. If updateOn is not provided, the default is `change`.
  - A control is marked `pristine and dirty` if it is marked as `touched` and has not yet
  - changed the value in the UI.

**Private Variables**

- `validator`: ValidatorFn
- `asyncValidator`: AsyncValidatorFn

**Private Methods**

- `markAsTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as touched without updating the parent control.

- `markAsUntouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as untouched without updating the parent control.

- `markAsTouchedAndUntouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as both touched and untouched without updating the parent control.

- `markAsDirtyAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as dirty and touched without updating the parent control.

- `markAsInvalidAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid and touched without updating the parent control.

- `markAsUnmarkedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as not touched and not marked as `touched` without updating the parent
  - control.

- `markAsDirtyAndPristineWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as dirty and pristine without updating the parent control.

- `markAsInvalidAndPristineWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid and pristine without updating the parent control.

- `markAsInvalidAndDirtyWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid and dirty without updating the parent control.

- `markAsInvalidAndDirtyAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, and touched without updating the parent control.

- `markAsInvalidAndDirtyAndPristineWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, and pristine without updating the parent control.

- `markAsInvalidAndDirtyAndUnmarkedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, and not marked as `touched` without updating the
  - parent control.

- `markAsInvalidAndDirtyAndUntouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, and not touched without updating the parent control.

- `markAsInvalidAndDirtyAndUntouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, not touched, and touched without updating the
  - parent control.

- `markAsInvalidAndDirtyAndPristineAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, and touched without updating the parent
  - control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, and not touched without updating the
  - parent control.

- `markAsInvalidAndDirtyAndPristineAndUnmarkedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, and not marked as `touched` without
  - updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, and touched without updating
  - the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, and pristine without updating
  - the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, and touched without
  - updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, and touched
  - without updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, touched, and
  - touched without updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, touched,
  - touched, and touched without updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, touched,
  - touched, touched, and touched without updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, touched,
  - touched, touched, touched, and touched without updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, touched,
  - touched, touched, touched, touched, and touched without updating the parent control.

- `markAsInvalidAndDirtyAndPristineAndUntouchedAndPristineAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedAndTouchedWithNoUpdateOn(updateOn?: string[]): void`
  - Marks a control as invalid, dirty, pristine, not touched, pristine, touched, touched,
  - touched, touched, touched, touched, touched, and touched without updating the parent
  - control.
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.
* setAsyncValidators(newValidator: AsyncValidatorFn|AsyncValidatorFn[]|null): void {
  this.asyncValidator = coerceToAsyncValidator(newValidator);
}

* Empties out the sync validator list.
* When you add or remove a validator at run time, you must call
* `updateValueAndValidity()` for the new validation to take effect.
* clearAsync Validators(): void {
  this.asyncValidator = null;
}

* Marks the control as ’touched’. A control is touched by focus and
* blur events that do not change the value.
* @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;
}

* Marks the control as ’untouched’. A control is treated as ’untouched’
* and recalculates the ’touched’ status of all parent controls.
* @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.
* 
* markAsUntouched(opts: {onlySelf?: boolean} = {}): void {
  (this as{touched: boolean}).touched = false;
}

* Marks the control as ’dirty’. A control becomes dirty
* when its control’s value is changed through the UI; compare `markAsTouched`.
* @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.
* 
* markAsDirty(opts: {onlySelf?: boolean} = {}): void {
  (this as{dirty: boolean}).dirty = true;
}

* Marks the control as ’pristine’.
* @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.
* 
* markAsPristine(opts: {onlySelf?: boolean} = {}): void {
  (this as{dirty: boolean}).dirty = false;
}

* Marks the control as `pending`.
* A control is pending while the control performs async validation.
* @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.
* 
* markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  (this as{pending: boolean}).pending = true;
}
EventEmitter<any>).emit(this.status);\n }\n\n if (this._parent && !opts.onlySelf) {\n
this._parent.markAsPending(opts);\n }\n }\n\n /**\n * Disables the control. This means the control is exempt
from validation checks and\n * excluded from the aggregate value of any parent. Its status is `DISABLED`.\n *\n
* If the control has children, all children are also disabled.\n *\n * @see {@link AbstractControl.status}\n *\n *
@param opts Configuration options that determine how the control propagates\n * changes and emits events after
the control is disabled.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks
all direct ancestors. Default is false..\n * * `emitEvent`: When true or not supplied (the default), both the
`statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the
control is disabled.\n * When false, no events are emitted.\n */\n disable(opts: {onlySelf?: boolean, emitEvent?:
boolean} = {}): void {\n // If parent has been marked artificially dirty we don't want to re-calculate the\n //
parent's dirtiness based on the children.\n const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);\n\n
(this as{status: string}).status = DISABLED;\n (this as{errors: ValidationErrors | null}).errors = null;\n
this._forEachChild(\n
(control: AbstractControl) => { control.disable({...opts, onlySelf: true}); });\n
this._updateValue();\n\n if (opts.emitEvent !== false) {\n
(this.valueChanges as
EventEmitter<any>).emit(this.value);\n (this.statusChanges as EventEmitter<string>).emit(this.status);\n }\n\n
this._updateAncestors({...opts, skipPristineCheck});\n this._onDisabledChange.forEach((changeFn) =>
changeFn(true));\n }\n\n /**\n * Enables the control. This means the control is included in validation checks and\n
* the aggregate value of its parent. Its status recalculates based on its value and\n * its validators.\n *\n * By
default, if the control has children, all children are enabled.\n *\n * @see {@link AbstractControl.status}\n *\n
* @param opts Configure options that control how the control propagates changes and\n * emits events when
marked as untouched\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks
all direct ancestors. Default is false..\n * * `emitEvent`: When true or not supplied (the default), both the
`statusChanges` and\n * `valueChanges`\n * observables emit events with the latest status and value when the
control is enabled.\n * When false, no events are emitted.\n */\n enable(opts: {onlySelf?: boolean, emitEvent?:
boolean} = {}): void {\n // If parent has been marked artificially dirty we don't want to re-calculate the\n //
parent's dirtiness based on the children.\n const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf);\n\n
(this as{status: string}).status = VALID;\n this._forEachChild(\n
(control: AbstractControl) => {
control.enable({...opts, onlySelf: true}); });\n this.updateValueAndValidity({onlySelf: true, emitEvent:
opts.emitEvent});\n\n this._updateAncestors({...opts, skipPristineCheck});\n
this._onDisabledChange.forEach((changeFn) => changeFn(false));\n }\n\n private _updateAncestors(\n opts:
{onlySelf?: boolean, emitEvent?: boolean, skipPristineCheck?: boolean}) {\n if (this._parent && !opts.onlySelf)
{\n
this._parent.updateValueAndValidity(opts);\n
if (!opts.skipPristineCheck) {\n
this._parent._updatePristine();\n
}\n
this._parent._updateTouched();\n }\n }\n\n /**\n * @param parent
Sets the parent of the control\n */\n setParent(parent: FormGroup|FormArray): void { this._parent = parent; }\n\n
/**\n * Sets the value of the control. Abstract method (implemented in sub-classes).\n */\n abstract
setValue(value: any, options?: Object): void;\n\n /**\n * Patches the value of the control. Abstract method
(implemented in sub-classes).\n */\n abstract patchValue(value: any, options?: Object): void;\n\n /**\n * Resets
the control. Abstract method (implemented in sub-classes).\n */\n abstract reset(value?: any, options?: Object):
void;\n\n /**\n * Recalculates the value and validation status of the control.\n *\n * By default, it also updates
the value and validity of its ancestors.\n *\n * @param opts Configuration options determine how the control
propagates changes and emits events\n * after updates and validity checks are applied.\n * * `onlySelf`: When
true, only update this control. When false or not supplied,\n * update all direct ancestors. Default is false..\n * *
`emitEvent`: When true or not supplied (the default), both the `statusChanges` and\n * `valueChanges`\n *
observables emit events with the latest status and value when the control is updated.\n * When false, no events are
emitted.\n */\n updateValueAndValidity(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {\n
this._setInitialStatus();\n this._updateValue();\n\n if (this.enabled) {\n
this._cancelExistingSubscription();\n
(this as{errors: ValidationErrors | null}).errors = this._runValidator();\n
(this as{status: string}).status =
this._calculateStatus();\n\n
if (this.status === VALID || this.status === PENDING) {\n

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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); }
}

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);
}

if (this._parent && !opts.onlySelf) {
  this._parent.updateValueAndValidity(opts);
}

if (this._parent && !opts.onlySelf) {
  this._parent.updateValueAndValidity(opts);
}

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); }
}

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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}

this.updateValueAndValidity({onlySelf: true, emitError: true, 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);
}
(this.statusChanges as EventEmitter<string>).emit(this.status);\n  })\n\nif (this._parent) {\n  this._parent._updateControlsErrors(emitEvent);\n}\n\n/** @internal */\nif (\n  this[_allControlsDisabled()]) return DISABLED;\nif (this._errors) return INVALID;\nif (\n  this[_anyControlsHaveStatus(PENDING)]) return PENDING;\nif (\n  this[_anyControlsHaveStatus(INVALID)]) return INVALID;\nreturn VALID;\n\n/** @internal */\nif (\n  this[_parent] && \n  this.primitive) return Primitive\n\n/** @internal */\nif (\n  this.private\n  _calculateStatus(): string {\n    if \n  this._allControlsDisabled()) return DISABLED;\n    if (\n      this.errors) return INVALID;\n    if \n  this._anyControlsHaveStatus(PENDING);\n    if (\n      this._anyControlsHaveStatus(INVALID)) return INVALID;\n    return VALID;\n  }\n
/** @internal */\nabstract _updateValue(): void;\n
/** @internal */\nabstract _forEachChild(cb: Function): void;\n
/** @internal */\nabstract _anyControls(condition: Function): boolean;\n
/** @internal */\nabstract _allControlsDisabled(): boolean;\n
/** @internal */\nabstract _syncPendingControls(): boolean;\n
/** @internal */\nabstract _anyControlsHaveStatus(status: string): boolean;\n
/** @internal */\nabstract _anyControlsDirty(): boolean;\n
/** @internal */\nabstract _updatePristine(opts: {onlySelf?: boolean} = {}): void;\n
/** @internal */\nabstract _updateTouched(opts: {onlySelf?: boolean} = {}): void;\n
/** @internal */\nabstract _onDisabledChange: Function;\n
/** @internal */\nabstract _registerOnCollectionChange(fn: () => void): void;\n
/** @internal */\nabstract _setUpdateStrategy(opts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null): void;\n
/**\n * Tracks the value and validation status of an individual form control.\n *\n * This is one of the three fundamental building blocks of Angular forms, along with `FormGroup` and `FormArray`.\n *\n * @usageNotes\n *\n * ### Initializing Form Controls\n *\n * Instantiate a `FormControl`, with an initial value.\n *
 * ```ts\n * const control = new FormControl('some value');\n *```
 *
 * The following example initializes the control with a form state object. The `value` and `disabled` keys are required in this case.\n *
 * ```ts\n * const control = new\n *    FormControl({ value: 'n/a', disabled: true });\n * console.log(control.value); // 'n/a'
 * console.log(control.status); // 'DISABLED'\n *```}

/**\n * Check to see if parent has been marked artificially dirty.\n *\n * @param onlySelf\n */\n\n/** @internal */\nprivate _parentMarkedDirty(onlySelf?: boolean): boolean {\n  const parentDirty = this._parent && this._parent.dirty;\n  return !onlySelf && parentDirty && !this._parent._anyControlsDirty();\n}
```javascript
*un * console.log(control.value); // 'Drew'
*un * console.log(control.value); // 'Drew', disabled: true });
*un * console.log(control.status);
*un * console.log(control.value); // 'Drew'
*un * console.log(control.value); // 'Drew', disabled: true );
*un * console.log(control.status);
*un * console.log(control.value);
*un * console.log(control.value); // 'Drew', disabled: true );
*un * console.log(control.status);
*un * console.log(control.value); // 'Drew', disabled: true );
*un * console.log(control.status);
```
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```typescript
_clearChangeFns(): void {
  this._onChange = []; this._onDisabledChange = []; this._onCollectionChange = 0;
}

registerOnDisabledChange(fn: (isDisabled: boolean) => void): void {
  this._onDisabledChange.push(fn);
}

registerOnChange(fn: (value: any) => void): void {
  this._onChange.push(fn);
}

registerOnCollectionChange(fn: () => void): void {
  this._onCollectionChange = fn;
}

registerOnTouched(fn: () => void): void {
  this._onTouched = fn;
}

registerOnDirty(fn: () => void): void {
  this._onDirty = fn;
}

registerOnSubmitted(fn: () => void): void {
  this._onSubmit = fn;
}

registerOnValue(fn: (value: any) => void): void {
  this._onValue = fn;
}

registerOnModelToViewChange(fn: (value: any) => void): void {
  this._onModelToViewChange = fn;
}

registerOnViewToModelChange(fn: (value: any) => void): void {
  this._onViewToModelChange = fn;
}

registerOnModelDirty(fn: (dirty: boolean) => void): void {
  this._onModelDirty = fn;
}

registerOnModelTouched(fn: (touched: boolean) => void): void {
  this._onModelTouched = fn;
}

registerOnModelInvalid(fn: (invalid: boolean) => void): void {
  this._onModelInvalid = fn;
}

registerOnModelValid(fn: (valid: boolean) => void): void {
  this._onModelValid = fn;
}

registerOnModelTouchedDirty(fn: (touchedDirty: boolean) => void): void {
  this._onModelTouchedDirty = fn;
}

registerOnModelDirtyTouched(fn: (dirtyTouched: boolean) => void): void {
  this._onModelDirtyTouched = fn;
}

registerOnModelDirtyTouchedValid(fn: (dirtyTouchedValid: boolean) => void): void {
  this._onModelDirtyTouchedValid = fn;
}

registerOnModelDirtyTouchedInvalid(fn: (dirtyTouchedInvalid: boolean) => void): void {
  this._onModelDirtyTouchedInvalid = fn;
}

registerOnModelInvalidDirty(fn: (invalidDirty: boolean) => void): void {
  this._onModelInvalidDirty = fn;
}

registerOnModelValidTouched(fn: (validTouched: boolean) => void): void {
  this._onModelValidTouched = fn;
}

registerOnModelValidInvalid(fn: (validInvalid: boolean) => void): void {
  this._onModelValidInvalid = fn;
}

registerOnModelTouchedInvalid(fn: (touchedInvalid: boolean) => void): void {
  this._onModelTouchedInvalid = fn;
}

registerOnModelTouchedValid(fn: (touchedValid: boolean) => void): void {
  this._onModelTouchedValid = fn;
}

registerOnModelDirtyInvalid(fn: (dirtyInvalid: boolean) => void): void {
  this._onModelDirtyInvalid = fn;
}

registerOnModelDirtyValid(fn: (dirtyValid: boolean) => void): void {
  this._onModelDirtyValid = fn;
}

registerOnModelTouchedDirtyInvalid(fn: (touchedDirtyInvalid: boolean) => void): void {
  this._onModelTouchedDirtyInvalid = fn;
}

registerOnModelTouchedDirtyValid(fn: (touchedDirtyValid: boolean) => void): void {
  this._onModelTouchedDirtyValid = fn;
}

registerOnModelTouchedValidInvalid(fn: (touchedValidInvalid: boolean) => void): void {
  this._onModelTouchedValidInvalid = fn;
}

registerOnModelTouchedValidDirty(fn: (touchedValidDirty: boolean) => void): void {
  this._onModelTouchedValidDirty = fn;
}

registerOnModelTouchedDirtyInvalidValid(fn: (touchedDirtyInvalidValid: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValid = fn;
}

registerOnModelTouchedValidDirtyInvalid(fn: (touchedValidDirtyInvalid: boolean) => void): void {
  this._onModelTouchedValidDirtyInvalid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouched(fn: (touchedDirtyInvalidValidTouched: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouched = fn;
}

registerOnModelTouchedValidDirtyInvalidTouched(fn: (touchedValidDirtyInvalidTouched: boolean) => void): void {
  this._onModelTouchedValidDirtyInvalidTouched = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedInvalid(fn: (touchedDirtyInvalidValidTouchedInvalid: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedInvalid = fn;
}

registerOnModelTouchedValidDirtyInvalidTouchedValid(fn: (touchedValidDirtyInvalidTouchedValid: boolean) => void): void {
  this._onModelTouchedValidDirtyInvalidTouchedValid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirty(fn: (touchedDirtyInvalidValidTouchedValidDirty: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirty = fn;
}

registerOnModelTouchedValidDirtyInvalidTouchedValidDirtyInvalid(fn: (touchedValidDirtyInvalidTouchedValidDirtyInvalid: boolean) => void): void {
  this._onModelTouchedValidDirtyInvalidTouchedValidDirtyInvalid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouched(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouched: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouched = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedInvalid(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedInvalid: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedInvalid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValid(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValid: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirty(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirty: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirty = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalid(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalid: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouched(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouched: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouched = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedInvalid(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedInvalid: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedInvalid = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedInvalidTouched(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedInvalidTouched: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedInvalidTouched = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedValidTouched(fn: (touchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedValidTouched: boolean) => void): void {
  this._onModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedValidTouched = fn;
}

registerOnModelTouchedDirtyInvalidValidTouchedValidDirtyInvalidTouchedValidDirtyInvalidTouchedValidDirty(fn:
```
(this.controls[name]) return this.controls[name];
this.controls[name] = control;
control.setParent(this);
control._registerOnCollectionChange(this._onCollectionChange);
return control;
}

/**
 * Remove a control from this group.
 * @param name The control name to remove from the collection
 */
removeControl(name: string): void {
if (this.controls[name]) this.controls[name]._registerOnCollectionChange(() => {});
delete (this.controls[name]);
this.updateValueAndValidity();
this._onCollectionChange();
}

/**
 * Replace an existing control.
 * @param name The control name to replace in the collection
 * @param control Provides the control for the given name
 */
setControl(name: string, control: AbstractControl): void {
if (this.controls[name]) this.controls[name]._registerOnCollectionChange(() => {});
delete (this.controls[name]);
if (control) this.registerControl(name, control);
this.updateValueAndValidity();
this._onCollectionChange();
}

/**
 * Check whether there is an enabled control with the given name in the group.
 * @param name The control name to check for existence
 * @returns false for disabled controls, true otherwise.
 */
contains(controlName: string): boolean {
return this.controls.hasOwnProperty(controlName) && this.controls[controlName].enabled;
}

/**
 * Sets the value of the `FormGroup`. It accepts an object that matches
 * the structure of the group, with control names as keys.
 * @param value The new value for the control that matches the structure of the group.
 * @param options Configuration options that determine how the control propagates changes and emits events after the value changes.
 * @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 @link AbstractControl#updateValueAndValidity
 * method.
 */
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
 * that matches the structure of the group, with control names as keys, and does its best to match the values to the correct controls in the group.
 * @param value The new value for the control that matches the structure of the group.
 * @param options Configuration options that determine how the control propagates changes and emits events after the value is patched.
 * @param onlySelf?: boolean, emitEvent?: boolean = {};
 */
patchValue(value: {
[key: string]: any
},
options: {onlySelf?: boolean, emitEvent?: boolean} = {}):
void {
this._checkAllValuesPresent(value);
Object.keys(value).forEach(name => {
this.controls[name].setValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});
});
this.updateValueAndValidity(options);
}

```
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.
 * @param value
 * @param options Configuration options that determine how the control propagates changes and emits events when the group is reset.
 * * `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.
 * The configuration options are passed to the:

AbstractControl#updateValueAndValidity method.

### Reset the form group values

```typescript
FormControl('first name').
last: new FormControl('last name')
```
_checkAllValuesPresent(value: any): void {
  if (value[name] === undefined) {
    throw new Error(`Must supply a value for form control with name: '${name}'.`);
  }
}

/**
 * Tracks the value and validity state of an array of `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
 * the controls in a `FormArray` is invalid, the entire array becomes invalid.
 *
 * A `FormArray` is one of the three fundamental building blocks used to define forms in Angular.
 *
 * `FormArray` is one of the three fundamental building blocks used to define forms in Angular.
 *
 * The two types of validators are passed in separately as the second and third arg
 * respectively, or together as part of an options object.
 *
 * `FormArray` extends AbstractControl
*
*/
export class FormArray extends AbstractControl {
  /**
   * Creates a new `FormArray` instance.
   *
   * @param controls An array of child controls. Each child control is given an index
   * where it is registered.
   *
   * @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
   *
   */
  constructor(
      public controls: AbstractControl[],
      validatorOrOpts?: ValidatorFn|ValidatorFn[],
      asyncValidator?: AsyncValidatorFn|AsyncValidatorFn[],
      options?: AbstractControlOptions) {
    super(coerceToValidator(validatorOrOpts),
          coerceToAsyncValidator(asyncValidator, validatorOrOpts));
    this._initObservables();
    this._setUpdateStrategy(validatorOrOpts);
    this._setUpControls();
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
  }

  /**
   * Get the `AbstractControl` at the
   * given `index` in the array.
   *
   * @param index Index in the array to retrieve the control
   */
  at(index: number): AbstractControl { return this.controls[index]; }

  /**
   * Insert a new `AbstractControl` at the end of
   * the array.
   *
   * @param control Form control to be inserted
   */
  push(control: AbstractControl): void {
    this.controls.push(control);
    this._registerControl(control);
    this.updateValueAndValidity();
    this._onCollectionChange();
  }

  /**
   * Insert a new `AbstractControl` at the given `index` in the array.
   *
   * @param index Index in the array to replace the existing control
   * @param control The `AbstractControl` to replace the existing control
   */
  setControl(index: number, control: AbstractControl): void {
    if (this.controls[index]) this.controls[index]._registerOnCollectionChange();
    this.controls[index] = control;
  }

  /**
   * Remove the control at the given `index` in the array.
   *
   * @param index Index in the array to remove the control
   */
  removeAt(index: number): void {
    if (this.controls[index]) this.controls[index]._registerOnCollectionChange();
    this.controls.splice(index, 1);
  }

  /**
   * Replace an existing control.
   *
   * @param index Index in the array to replace the control
   * @param control The `AbstractControl` to replace the existing control
   */
  setControl(index: number, control: AbstractControl): void {
    if (this.controls[index]) this.controls[index]._registerOnCollectionChange();
    this.controls[index] = control;
  }

  // other methods...
}
this.updateValueAndValidity();
**
this._onCollectionChange();
*/
/**
 * Length of the control array.
 */
this._getLength(): number {
  return this.controls.length;
}
/**
 * Sets the value of the FormArray. It accepts an array that matches the structure of the control.
 */
this.setValue(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  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.
 */
this.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.
 */
this.reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._forEachChild((control: AbstractControl, index: number) => {
    /*
     * 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.
     */
    this.setValue(value, options);
    this.patchValue(value, options);
    this.reset(value, options);
  });
}
```
    this._setUpControls();
    this._checkAllValuesPresent(value);
    this._syncPendingControls();
    this._updateValue();
    this._anyControls(condition);
  }

  /** @internal */
  _setUpControls(): void {
    this._forEachChild((control: AbstractControl) => this._registerControl(control));
  }

  /** @internal */
  _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}.`);
      }
    });
  }

  /** @internal */
  _allControlsDisabled(): boolean {
    for (const control of this.controls) {
      if (control.enabled) return false;
    }
    return this.controls.length > 0 || this.disabled;
  }

  private _registerControl(control: AbstractControl) {
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
  }
```

** @internal */

This directive is used to create a top-level `FormGroup` instance and bind 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 optionally export the directive into a local template variable using `ngForm` as the key (e.g., `#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'.
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 would refrain from using the `<formGroup>` directive. The following example shows how to capture the form values from the `ngSubmit` event.

```html
<input (ngModel)=\'\' value="value" name="\'\[dir.name]'><br>
```
instance.

```typescript
instance.

removeControl(dir: NgModel): void { resolvedPromise.then(i => { const container = this._findContainer(dir.path); if (container) { container.removeControl(dir.name); } })
}

removeDir<NgModel>(this, dir: NgModel): void { resolvedPromise.then(i => { const container = this._findContainer(dir.path); const group = new FormGroup(); setUpFormContainer(group, dir); const resolved = new Promise<void>((resolve) => { container.register(dir.name, group); resolve(); }); resolved.then(() => { if (container) { container.removeControl(dir.name); } removeDir<NgModel>(this, dir); })); })

addFormGroup(dir: NgModelGroup): void { resolvedPromise.then(i => { const container = this._findContainer(dir.path); const group = new FormGroup(); setUpFormContainer(group, dir); container.register(dir.name, group); group.updateValueAndValidity({ emitEvent: false }); }); }

addFormGroup(dir: NgModelGroup): void { resolvedPromise.then(i => { const container = this._findContainer(dir.path); const group = new FormGroup(); setUpFormContainer(group, dir); container.register(dir.name, group); group.updateValueAndValidity({ emitEvent: false }); }); }

removeFormGroup(dir: NgModelGroup): void { resolvedPromise.then(i => { const container = this._findContainer(dir.path); if (container) { container.removeControl(dir.name); } removeDir<NgModel>(this, dir); })); }

getFormGroup(dir: NgModelGroup): FormGroup { return this.form.get(dir.path); }
```

```typescript
export class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {

  constructor(public formDirective: FormGroupInterface) {
    this.formDirective.addFormGroup(this);
  }

  ngOnInit(): void {
    this._checkParentType();
    this.formDirective.addFormGroup(this);
  }

  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeFormGroup(this);
    }
  }

  get control(): FormGroup { return this.formDirective.getFormGroup(this); }

  get path(): string[] {
    return controlPath(this.name == null ? this.name : this._path.pop());
  }
```

The `AbstractFormGroupDirective` is a base class for code shared between the `NgModelGroup` and `FormGroupName` directives. It provides a method to retrieve the `FormGroup` bound to this directive, `getFormGroup()`, and a method to reset the form value, `resetForm()`. The `onSubmit()` and `onReset()` methods are also overridden to include the `submit` event handling and reset logic.
this.name.toString(), this._parent);

  // TODO(issue/24571): remove '!'.
  @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;
    }

    /**
     * @description
     * Tracks the name of the `NgModelGroup` bound to the directive. The name corresponds
     * to a key in the parent `NgForm`. 
     * @param {?} name - The name of the sub-group.
     * @param {?} parent - The parent form container.
     * @param {?} formGroupName - The name of the form group.
     * @param {?} asyncValidators - The async validators registered with this group.
     * @param {?} validators - The synchronous validators registered with this group.
     * @param {?} parent - The parent form container.
     * @param {?} formGroupName - The name of the form group.
     * @param {?} asyncValidators - The async validators registered with this group.
     * @param {?} validators - The synchronous validators registered with this group.
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     * @param {?} asyncValidators - The async validators registered with this group.
     * @param {?} validators - The synchronous validators registered with this group.
     * @param {?} parent - The parent form container.
this._validators = validators;
this._asyncValidators = asyncValidators;
}
/** @internal */
_checkParentType(): void {
  if (!this._parent instanceof NgModelGroup) &
& (!this._parent instanceof NgForm) {
    TemplateDrivenErrors.modelGroupParentException();
  }
}

/**
 * @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, 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 {NgForm} from './ng_form';
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
 * 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
 * `control` property, 
 * but most properties used (like `valid` and `dirty`) fall through to the control
 * anyway for direct access.
 *
 * @see `RadioControlValueAccessor` 
 * @see `SelectControlValueAccessor`
 * 
 * @usageNotes
 * 
 * ### Using ngModel on a standalone control
 *
 * The following examples show a simple standalone control using
 * `ngModel`. 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 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` 
 * @see `usageNotes`
 *
 * Using ngModel on a standalone control
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 * The following examples show a simple standalone control using
 * `ngModel`.
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 * 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.
 *
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 * 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 `ngModel` as the key (ex: `#myVar="ngModel\"\"`).
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 * You then access the control using
 * the directive's `control` property, 
 * but most properties used (like `valid` and `dirty`) fall through to the control
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 * See a full list of properties directly available in `AbstractControlDirective`.
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 * @see `usageNotes`
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 * Using ngModel on a standalone control
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 * 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 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` 
 * @see `usageNotes`
Synchronous validator function composed of all the synchronous validators registered with this directive.

```javascript
get validator(): ValidatorFn|null { return composeValidators(this._rawValidators);
}
```

Async validator function composed of all the async validators registered with this directive.

```javascript
get asyncValidator(): AsyncValidatorFn|null { return composeAsyncValidators(this._rawAsyncValidators);
}
```

Sets the new value for the view model and emits an `ngModelChange` event.

```javascript
viewToModelUpdate(newValue: any): void {
  this.viewModel = newValue;
  this.update.emit(newValue);
}
```

Sets the update strategy.

```javascript
_setUpdateStrategy(): void {
  this.control._updateOn = this.options.updateOn;
}
```

Checks if the control is standalone.

```javascript
_isStandalone(): boolean {
  return !this._parent || !!(this.options && this.options.standalone);
}
```

Sets up the standalone control.

```javascript
_setUpStandalone(): void {
  setUpControl(this.control, this);
  this.control.updateValueAndValidity({emitEvent: false});
}
```

Checks for errors.

```javascript
_checkForErrors(): void {
  if (!this._isStandalone()) {
    this._checkParentType();
  }
  this._checkName();
}
```

Checks if the parent is of type `NgModelGroup`.

```javascript
_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();
  }
}
```

Checks if the name is defined.

```javascript
_checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;

  if (!this._isStandalone() && !this.name) {
    TemplateDrivenErrors.missingNameException();
  }
}
```

Updates the value.

```javascript
_updateValue(value: any): void {
  resolvedPromise.then(
    () => { this.control.setValue(value, {emitViewToModelChange: false}); });
}
```

Updates the disabled state.

```javascript
_updateDisabled(changes: SimpleChanges) {
  const disabledValue = changes['isDisabled'].currentValue;
  const isDisabled = disabledValue === '' || (disabledValue && disabledValue !== 'false');
  resolvedPromise.then(() => {
    if (isDisabled && !this.control.disabled) {
      this.control.disable();
    } else if (!isDisabled && this.control.disabled) {
      this.control.enable();
    }
  });
}
```

Sets the update strategy.

```javascript
_setUpdateStrategy(): void {
  if (this.options && this.options.updateOn != null) {
    this.control._updateOn = this.options.updateOn;
  }
}
```

Checks if the parent is of type `NgModelGroup`.

```javascript
_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();
  }
}
```

Checks if the name is defined.

```javascript
_checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;

  if (!this._isStandalone() && !this.name) {
    TemplateDrivenErrors.missingNameException();
  }
}
```

Updates the disabled state.

```javascript
_updateDisabled(changes: SimpleChanges) {
  const disabledValue = changes['isDisabled'].currentValue;
  const isDisabled = disabledValue === '' || (disabledValue && disabledValue !== 'false');
  resolvedPromise.then(() => {
    if (isDisabled && !this.control.disabled) {
      this.control.disable();
    } else if (!isDisabled && this.control.disabled) {
      this.control.enable();
    }
  });
}
```

Sets the update strategy.

```javascript
_setUpdateStrategy(): void {
  if (this.options && this.options.updateOn != null) {
    this.control._updateOn = this.options.updateOn;
  }
}
```

Checks if the parent is of type `NgModelGroup`.

```javascript
_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();
  }
}
```

Checks if the name is defined.

```javascript
_checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;

  if (!this._isStandalone() && !this.name) {
    TemplateDrivenErrors.missingNameException();
  }
}
```

Updates the disabled state.

```javascript
_updateDisabled(changes: SimpleChanges) {
  const disabledValue = changes['isDisabled'].currentValue;
  const isDisabled = disabledValue === '' || (disabledValue && disabledValue !== 'false');
  resolvedPromise.then(() => {
    if (isDisabled && !this.control.disabled) {
      this.control.disable();
    } else if (!isDisabled && this.control.disabled) {
      this.control.enable();
    }
  });
}
```

Sets the update strategy.

```javascript
_setUpdateStrategy(): void {
  if (this.options && this.options.updateOn != null) {
    this.control._updateOn = this.options.updateOn;
  }
}
```

Checks if the parent is of type `NgModelGroup`.

```javascript
_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();
  }
}
```

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```javascript
_checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;

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      this.control.disable();
    } else if (!isDisabled && this.control.disabled) {
      this.control.enable();
    }
  });
}
```

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```javascript
_setUpdateStrategy(): void {
  if (this.options && this.options.updateOn != null) {
    this.control._updateOn = this.options.updateOn;
  }
}
```

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```javascript
_checkParentType(): void {
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      this._parent instanceof AbstractFormGroupDirective) {
    TemplateDrivenErrors.formGroupNameException();
  } else if (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof NgForm)) {
    TemplateDrivenErrors.modelParentException();
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_checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;

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    TemplateDrivenErrors.missingNameException();
  }
}
```

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```javascript
_updateDisabled(changes: SimpleChanges) {
  const disabledValue = changes['isDisabled'].currentValue;
  const isDisabled = disabledValue === '' || (disabledValue && disabledValue !== 'false');
  resolvedPromise.then(() => {
    if (isDisabled && !this.control.disabled) {
      this.control.disable();
    } else if (!isDisabled && this.control.disabled) {
      this.control.enable();
    }
  });
}
```
ValidatorFn} from '../validators';\n\n\n/**\n * Token to provide to turn off the ngModel warning on formControl and
formControlName.\n */\nexport const NG_MODEL_WITH_FORM_CONTROL_WARNING =\n new
InjectionToken('NgModelWithFormControlWarning');\n\nexport const formControlBinding: any = {\n provide:
NgControl,\n useExisting: forwardRef(() => FormControlDirective)\n};\n\n/**\n * @description\n * * Syncs a
standalone `FormControl` instance to a form control element.\n * \n * @see [Reactive Forms Guide](guide/reactiveforms)\n * @see `FormControl`\n * @see `AbstractControl`\n *\n * @usageNotes\n *\n * ### Registering a single
form control\n * \n * The following examples shows how to register a standalone control and set its value.\n *\n *
{@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}\n *\n * ### Use
with ngModel\n *\n * Support for using the `ngModel` input property and `ngModelChange` event with reactive\n *
form directives has been deprecated in Angular v6 and will be removed in a future version\n * of Angular.\n *\n *
Now deprecated:\n *\n * ```html\n * <input [formControl]=\"control\" [(ngModel)]=\"value\">\n * ```\n *\n * ```ts\n
* this.value = 'some value';\n * ```\n *\n * This has been deprecated for a few reasons. First, developers have found
this pattern\n * confusing. It seems like the actual `ngModel` directive is being used, but in fact it's\n * an
input/output property named `ngModel` on the reactive form directive that simply\n * approximates (some of) its
behavior. Specifically, it allows getting/setting the value\n * and intercepting value events. However, some of
`ngModel`'s other features - like\n * delaying updates with`ngModelOptions` or exporting the directive - simply
don't work,\n * which has understandably caused some confusion.\n *\n * In addition, this pattern mixes templatedriven and reactive forms strategies, which\n * we generally don't recommend because it doesn't take advantage of
the full benefits of\n * either strategy. Setting the value in the template violates the template-agnostic\n * principles
behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in\n * the class removes the convenience
of defining forms in the template.\n *\n * To update your code before support is removed, you'll want to decide
whether to stick\n * with reactive form directives (and get/set values using reactive forms patterns) or\n * switch
over to template-driven directives.\n *\n * After (choice 1 - use reactive forms):\n *\n * ```html\n * <input
[formControl]=\"control\">\n * ```\n *\n * ```ts\n * this.control.setValue('some value');\n * ```\n *\n * After (choice 2
- use template-driven forms):\n *\n * ```html\n * <input [(ngModel)]=\"value\">\n * ```\n *\n * ```ts\n * this.value =
'some value';\n * ```\n *\n * By default, when you use this pattern, you will see a deprecation warning once in dev\n
* mode. You can choose to silence this warning by providing a config for\n * `ReactiveFormsModule` at import
time:\n *\n * ```ts\n * imports: [\n * ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl:
'never'});\n * ]\n * ```\n *\n * Alternatively, you can choose to surface a separate warning for each instance of this\n
* pattern with a config value of `\"always\"`. This may help to track down where in the code\n * the pattern is being
used as the code is being updated.\n *\n * @ngModule ReactiveFormsModule\n * @publicApi\n
*/\n@Directive({selector: '[formControl]', providers: [formControlBinding], exportAs: 'ngForm'})\n\nexport class
FormControlDirective extends NgControl implements OnChanges {\n /**\n * @description\n * Internal
reference to the view model value.\n */\n viewModel: any;\n\n /**\n * @description\n * Tracks the
`FormControl` instance bound to the directive.\n */\n // TODO(issue/24571): remove '!'.\n @Input('formControl')
form !: FormControl;\n\n /**\n * @description\n * Triggers a warning that this input should not be used with
reactive forms.\n */\n @Input('disabled')\n set isDisabled(isDisabled: boolean) {
ReactiveErrors.disabledAttrWarning(); }\n\n // TODO(kara): remove next 4 properties once deprecation period is
over\n\n /** @deprecated as of v6 */\n @Input('ngModel') model: any;\n\n /** @deprecated as of v6 */\n
@Output('ngModelChange') update = new EventEmitter();\n\n /**\n * @description\n * Static property used to
track whether any ngModel warnings have been sent across\n * all instances of FormControlDirective. Used to
support warning config of \"once\".\n *\n * @internal\n */\n static _ngModelWarningSentOnce = false;\n\n
/**\n * @description\n * Instance property used to track whether an ngModel warning has been sent out for this\n
* particular `FormControlDirective` instance. Used to support warning config of \"always\".\n *\n * @internal\n
*/\n _ngModelWarningSent = false;\n\n constructor(@Optional() @Self() @Inject(NG_VALIDATORS)
validators: Array<Validator|ValidatorFn>,\n
@Optional() @Self() @Inject(NG_ASYNC_VALIDATORS)
asyncValidators: Array<AsyncValidator|AsyncValidatorFn>,\n
@Optional() @Self()
@Inject(NG_VALUE_ACCESSOR)\n
valueAccessors: ControlValueAccessor[],\n
@Optional()

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/**
 * @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 (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;
    }
  }

  /**
   * @description
   * Returns an array that represents the path from the top-level form to this control.
   */
  get path(): string[] { return [];

  /**
   * @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 directive.
   */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._rawAsyncValidators);

  /**
   * @description
   * The `FormControl` bound to this directive.
   */
  get control(): FormControl { return this.form;

  /**
   * @description
   * Sets the new value for the view model and emits an `ngModelChange` event.
   * The `FormControl` bound to this directive.
   */
  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  private _isControlChanged(changes: {[key: string]: any}): boolean {
    return changes.hasOwnProperty('form');
  }

  /**
   * @description
   * Reports whether the form submission has been triggered.
   */
  public readonly submitted: boolean = false;

  // TODO(issue/24571): remove '!'.
  private _oldForm!: FormGroup;

  /**
   * @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 (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;
    }
  }

  /**
   * @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 [Reactive Forms Guide](guide/reactive-forms)
   * @see `AbstractControl`
   *
   * ### Register FormGroup
   *
   * The following example registers a `FormGroup` with first name and last name controls, and listens for the *ngSubmit* event when the button is clicked.
   *
   * `{example forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'}
   *
   * @ngModule `ReactiveFormsModule`
   * @publicApi
   */
@Directive({
  selector: '[formGroup]',
  providers: [formDirectiveProvider],
  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},
  exportAs: 'ngForm'
})
export class FormGroupDirective extends ControlContainer implements Form,
    OnChanges, OnSubmit, OnReset, OnInitialized, OnInit, OnDestroy {

  /**
   * @description
   * Returns an array that represents the path from the top-level form to this control.
   */
  get path(): string[] { return [];

  /**
   * @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 directive.
   */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._rawAsyncValidators);

  /**
   * @description
   * The `FormControl` bound to this directive.
   */
  get control(): FormControl { return this.form;

  /**
   * @description
   * Sets the new value for the view model and emits an `ngModelChange` event.
   * The `FormControl` bound to this directive.
   */
  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  private _isControlChanged(changes: {[key: string]: any}): boolean {
    return changes.hasOwnProperty('form');
  }

  /**
   * @description
   * Reports whether the form submission has been triggered.
   */
  public readonly submitted: boolean = false;

  // TODO(issue/24571): remove '!'.
  private _oldForm!: FormGroup;

  /**
   * @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 [Reactive Forms Guide](guide/reactive-forms)
   * @see `AbstractControl`
   *
   * ### Register FormGroup
   *
   * The following example registers a `FormGroup` with first name and last name controls, and listens for the *ngSubmit* event when the button is clicked.
   *
   * `{example forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'}
   *
   * @ngModule `ReactiveFormsModule`
   * @publicApi
   */
@Directive({
  selector: '[formGroup]',
  providers: [formDirectiveProvider],
  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},
  exportAs: 'ngForm'
})
export class FormGroupDirective extends ControlContainer implements Form,
    OnChanges, OnSubmit, OnReset, OnInitialized, OnInit, OnDestroy {

  /**
   * @description
   * Returns an array that represents the path from the top-level form to this control.
   */
  get path(): string[] { return [];

  /**
   * @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 directive.
   */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._rawAsyncValidators);

  /**
   * @description
   * The `FormControl` bound to this directive.
   */
  get control(): FormControl { return this.form;

  /**
   * @description
   * Sets the new value for the view model and emits an `ngModelChange` event.
   * The `FormControl` bound to this directive.
   */
  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  private _isControlChanged(changes: {[key: string]: any}): boolean {
    return changes.hasOwnProperty('form');
  }

  /**
   * @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
  */

type FormControlName[] = [];

/**
 * @description
 * Tracks the `FormGroup` bound to this directive.
 */

FormControlName[] = null !;

/**
 * @description
 * Emits an event when the form submission has been
 * triggered.
 */

FormGroup = null !;

/**
 * @description
 * @Input('ngSubmit') emits an Event Emitter when the
 * form submission has been triggered.
 */

FormSubmit = new EventEmitter();

constructor(n @Optional() @Self() @Inject(NG_VALIDATORS) private _validators: any[][],
            @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[][],
            super());

/**
 * A lifecycle method called when the directive's inputs change. For internal use only.
 */

 ngOnChanges(changes: SimpleChanges): void {
  this._checkFormPresent();
  if (changes.hasOwnProperty('form')) {
    this._updateValidators();
    this._updateDomValue();
    this._updateRegistrations();
  }

/**
 * Returns this directive's instance.
 */

group: FormGroup = null !;

/**
 * Returns the `FormGroup` bound to this directive.
 */

group: FormGroup = this.group;

/**
 * Emits an event when the form submission has been
 * triggered.
 */

@Output() ngSubmit = new EventEmitter();

/**
 * Returns the `FormGroup` bound to this directive.
 */

group = this.group;

/**
 * Returns the `FormGroup` bound to this directive.
 */

control: FormGroup = this.control;

/**
 * Returns an array representing the path to this group. Because this
 * @description
 * directive always lives at the top level of a form, it always an empty array.
 * @param dir The `FormGroupName` directive instance.
 */

path: string[] = [];

/**
 * Method that sets up the control directive in this group, re-calcultes its value
 * and validity, and adds the instance to the internal list of directives.
 */

addControl(dir: FormControlName): FormControl {
  const ctrl = this.form.get(dir.path);
  setUpControl(ctrl, dir);
  ctrl.updateValueAndValidity();

/**
 * Method called with the "submit" event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the "submit" event
 * as its payload.
 */

submit: boolean = false;

/**
 * Method called when the "reset" event is triggered on the form.
 * Resets the form to an initial value and resets its submitted status.
 */

reset: boolean = false;

/**
 * Sets the new value for the provided `FormGroupName`
 * directive.
 */

FormGroup = thisFormGroup;

/**
 * Returns the `FormGroup` for
 * a provided `FormGroupName`
 * directive instance.
 */

FormGroup = thisFormGroup;

/**
 * Method called with the "submit" event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the "submit" event
 * as its payload.
 */

submit: boolean = false;

/**
 * Method called when the "reset" event is triggered on the form.
 * Resets the form to an initial value and resets its submitted status.
 */

reset: boolean = false;

/**
 * Returns the `FormGroup` for
 * a provided `FormGroupName`
 * directive instance.
 */

FormGroup = thisFormGroup;

/**
 * Method called with the "submit" event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the "submit" event
 * as its payload.
 */

submit: boolean = false;

/**
 * Method called when the "reset" event is triggered on the form.
 * Resets the form to an initial value and resets its submitted status.
 */

reset: boolean = false;

/**
 * Returns the `FormGroup` for
 * a provided `FormGroupName`
 * directive instance.
 */

FormGroup = thisFormGroup;

/**
 * Method called with the "submit" event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the "submit" event
 * as its payload.
 */

submit: boolean = false;

/**
 * Method called when the "reset" event is triggered on the form.
 * Resets the form to an initial value and resets its submitted status.
 */

reset: boolean = false;
```typescript
resetForm(value: any = undefined): void {
    this.form.reset(value);
    if (this as {submitted: boolean}).submitted === false
        this._updateDomValue();
    const newCtrl: any = this.form.get(dir.path);
    if (dir.control !== newCtrl)
        cleanUpControl(dir.control, dir);
    if (newCtrl)
        setUpControl(newCtrl, dir);
    (dir as {control: FormControl}).control = newCtrl;
}

_updateDomValue() {
    this.directives.forEach(dir => {
        const newCtrl: any = this.form.get(dir.path);
        if (dir.control !== newCtrl) {
            cleanUpControl(dir.control, dir);
            if (newCtrl) setUpControl(newCtrl, dir);
            (dir as {control: FormControl}).control = newCtrl;
        }
    });
    this.form._updateTreeValidity({emitEvent: false});
}

_updateRegistrations() {
    this.form._registerOnCollectionChange(() => this._updateDomValue());
    if (this._oldForm) this._oldForm._registerOnCollectionChange(() => {});
    this._oldForm = this.form;
}

_updateValidators() {
    const sync = composeValidators(this._validators);
    this.form.validator = Validators.compose([this.form.validator, sync]);

    const async = composeAsyncValidators(this._asyncValidators);
    this.form.asyncValidator = Validators.composeAsync([this.form.asyncValidator, async]);
}

_checkFormPresent() {
    if (!this.form) {
        ReactiveErrors.missingFormException();
    }
}
```
directive is designed to be used with a parent `FormGroupDirective` (selector: `@Input * [formGroup]`). It accepts
the string name of the nested `FormArray` you want to link, and `null` will look for a `FormArray` registered with that
name in the parent `null` `FormGroup` instance you passed into `FormGroupDirective` (selector: `@see [Reactive Forms
Guide][guide/reactive-forms]`). `null` `@see AbstractControl` `null` `@usageNotes` `null` `### Example
null` `null` `{ @example forms/ts/nestedFormArray/nested_form_array_example.ts region='Component' }` `null` `null` 
that the name of the `FormArray` bound to the directive. The name corresponds to a key in the parent `FormGroup` or `FormArray`. `null` accepts a
name as a string or a number. `null` The name in a form of a string is useful for individual forms, `null` `null` while the
numerical form allows for form arrays to be bound `null` `null` to indices when iterating over arrays in a `FormArray`. `null` 

```typescript
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;
}

private _checkParentType(): void {
  if (_hasInvalidParent(this._parent)) {
    ReactiveErrors.arrayParentException();
  }
}

function _hasInvalidParent(parent: ControlContainer): boolean {
  return !(parent instanceof FormGroupName) && !(parent instanceof FormGroupDirective) &&
  !(parent instanceof FormArrayName);
}
```

```typescript
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);\n
/**
 * @description
 * Syncs a `FormControl` in an existing `FormGroup` to a form control
 * element by name.
 */

/**
 * @description
 * Use with `ngModel`.
 */

/**
 * @description
 * Support for using the `ngModel` input property and `ngModelChange`
 * event with reactive forms.
 */

/**
 * @description
 * Tracks the `FormControl` instance bound to the directive.
 */

/**
 * @description
 * Triggers a warning that this input should not be used with reactive forms.
 */

/**
 * @description
 * Static property used to track whether any ngModel warnings have
 * been sent across all instances of FormControlName. Used to support warning config of "once".
 */

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used to track whether an ngModel warning has been sent out for this particular FormControlName instance. Used to support warning config of "always".

```typescript
_usedModelWarningSent = false;

constructor(
  @Optional() @Host() @SkipSelf() parent: ControlContainer,
  @Optional() @Self()
  @Inject(NG_VALIDATORS) validators: Array<Validator|ValidatorFn>,
  @Optional() @Self()
  @Inject(NG_ASYNC_VALIDATORS) asyncValidators: Array<AsyncValidator|AsyncValidatorFn>,
  @Optional() @Self()
  @Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING) private _ngModelWarningConfig:
  string|null) { super(); this._parent = parent; this._rawValidators = validators || []; this._rawAsyncValidators = asyncValidators || []; this.valueAccessor = selectValueAccessor(this, valueAccessors); }

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);
}

get path(): string[] {
  return controlPath(this.name == null ? this.name : this.name.toString(), this._parent != null ? this._parent.formControl : null);
}

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 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;
}
```

---

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control The control to validate against.
   * @returns A map of validation errors if validation fails, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null{
    return Validators.required(control) ? null : {}
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   * @param fn The callback function
   */
  registerOnValidatorChange?(fn: () => void): void

  /**
   * @description
   * Method that performs async validation against the provided control.
   * @param control 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
   * Provider which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.
   */
  export const REQUIRED_VALIDATOR: StaticProvider = {
    provide: NG_VALIDATORS,
    useExisting: RequiredValidator
  };
result if enabled, otherwise null.

```javascript
private _enabled!: boolean;
```

```javascript
private _onChange!: () => void;
```

```javascript
```
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```
```
```
```
```
callback function

    *\n    registerOnValidatorChange(fn: () => void): void {
        this._onChange = fn;
    }

private _createValidator(): void {
    this._validator = Validators.minLength
        typeof this.minLength === 'number' ?
    this.minLength : parseInt(this.minLength, 10));
}

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
 * @see [MaxLengthValidator] to the `NG_VALIDATORS` multi-provider list.
 */
export const MAX_LENGTH_VALIDATOR: any = {
    provide: NG_VALIDATORS,
    useExisting: forwardRef(() => MaxLengthValidator),
    multi: true,
}

/**
 * @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,
}

/**
 * @description
 * A directive that adds max length validation to controls marked with the
 * `maxlength` attribute. The directive is provided with the `MAX_LENGTH_VALIDATOR` 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 maximum length bound to this directive.
     */
    // TODO(issue/24571): remove '!'.
    @Input() maxlength !: string | number;

    /**
     * @description
     * A lifecycle method called when the directive's inputs change.
     * For internal use only.
     */
    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
                typeof this.maxlength === 'number' ? this.maxlength : parseInt(this.maxlength, 10));
    }
}

/**
 * @description
 * A directive that adds regex pattern validation to controls marked with the
 * `pattern` attribute. The regex must match the entire
 * control value.
 * The directive is provided with the `PATTERN_VALIDATOR` 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.
     */
    // TODO(issue/24571): remove '!'.
    @Input() pattern !: string | RegExp;

    /**
     * @description
     * A lifecycle method called when the directive's inputs change.
     */
    ngOnChanges(changes: SimpleChanges): void {
        if ('pattern' in changes) {
            this._createValidator();
            if (this._onChange) this._onChange();
        }
    }

    /**
     * @description
     * Method that validates whether the
     * value matches 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._onChange = fn;
    }

    private _createValidator(): void {
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{AsyncValidatorFn, ValidatorFn} from './directives/validators';\nimport {AbstractControl, AbstractControlOptions,
FormArray, FormControl, FormGroup, FormHooks} from './model';\n\nfunction isAbstractControlOptions(options:
AbstractControlOptions | {[key: string]: any}):\n options is AbstractControlOptions {\n return
(<AbstractControlOptions>options).asyncValidators !== undefined ||\n
(<AbstractControlOptions>options).validators !== undefined ||\n
(<AbstractControlOptions>options).updateOn
!== undefined;\n}\n\n/**\n * @description\n * Creates an `AbstractControl` from a user-specified configuration.\n
*\n * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`,\n *
`FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex\n * forms.\n *\n *
@see [Reactive Forms Guide](/guide/reactive-forms)\n *\n * @publicApi\n */\n@Injectable()\nexport class
FormBuilder {\n /**\n * @description\n * Construct a new `FormGroup` instance.\n *\n * @param
controlsConfig A collection of child controls. The key for each child is the name\n * under which it is registered.\n
*\n * @param options Configuration options object for the `FormGroup`. The object can\n * have two shapes:\n
*\n * 1) `AbstractControlOptions` object (preferred), which consists of:\n * * `validators`: A synchronous
validator function, or an array of validator functions\n * * `asyncValidators`: A single async validator or array of
async validator functions\n * * `updateOn`: The event upon which the control should be updated (options: 'change'
| 'blur' |\n * submit')\n *\n * 2) Legacy configuration object, which consists of:\n * * `validator`: A synchronous
validator function, or an array of validator functions\n * * `asyncValidator`: A single async validator or array of
async validator functions\n *\n */\n group(\n
controlsConfig: {[key: string]: any},\n
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\n if (options != null) {\n
if (isAbstractControlOptions(options)) {\n
// `options` are
`AbstractControlOptions`\n
validators = options.validators != null ? options.validators : null;\n
asyncValidators = options.asyncValidators != null ? options.asyncValidators : null;\n
updateOn =
options.updateOn != null ? options.updateOn : undefined;\n
} else {\n
// `options` are legacy form group
options\n
validators = options['validator'] != null ? options['validator'] : null;\n
asyncValidators =
options['asyncValidator'] != null ? options['asyncValidator'] : null;\n
}\n }\n\n return new
FormGroup(controls, {asyncValidators, updateOn, validators});\n }\n\n /**\n * @description\n * Construct a
new `FormControl` with the given state, validators and options.\n *\n * @param formState Initializes the control
with an initial state value, or\n * with an object that contains both a value and a disabled status.\n *\n * @param
validatorOrOpts A synchronous validator function, or an array of\n * such functions, or an
`AbstractControlOptions` object that contains\n * validation functions and a validation trigger.\n *\n * @param
asyncValidator A single async validator or array of async validator\n * functions.\n *\n * @usageNotes\n *\n
* ### Initialize a control as disabled\n *\n * The following example returns a control with an initial value in a
disabled state.\n *\n * <code-example path=\"forms/ts/formBuilder/form_builder_example.ts\" region=\"disabledcontrol\">\n * </code-example>\n */\n control(\n
formState: any, validatorOrOpts?:
ValidatorFn|ValidatorFn[]|AbstractControlOptions|null,\n
asyncValidator?:
AsyncValidatorFn|AsyncValidatorFn[]|null): FormControl {\n return new FormControl(formState,
validatorOrOpts, asyncValidator);\n }\n\n /**\n * Constructs a new `FormArray` from the given array of
configurations,\n * validators and options.\n *\n * @param controlsConfig An array of child controls or control
configs. Each\n * child control is given an index when it is registered.\n *\n * @param validatorOrOpts A
synchronous validator function, or an array of\n * such functions, or an `AbstractControlOptions` object that
contains\n * validation functions and a validation trigger.\n *\n * @param asyncValidator A single async
validator or array of async validator\n * functions.\n */\n array(\n
controlsConfig: any[],\n
validatorOrOpts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null,\n
asyncValidator?:
AsyncValidatorFn|AsyncValidatorFn[]|null): FormArray {\n const controls = controlsConfig.map(c =>
this._createControl(c));\n return new FormArray(controls, validatorOrOpts, asyncValidator);\n }\n\n /**
@internal */\n _reduceControls(controlsConfig: {[k: string]: any}): {[key: string]: AbstractControl} {\n const

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controls: {{[key: string]: AbstractControl} = {}}
Object.keys(controlsConfig).forEach(controlName => {
  if (controlConfig instanceof FormControl || controlConfig instanceof FormGroup)
    return controls;
  const control = this._createControl(controlConfig);
  return controls[controlName] = control;
});

  _createControl(controlConfig: any): AbstractControl {
    if (controlConfig instanceof FormControl
        || controlConfig instanceof FormGroup
        || controlConfig instanceof FormArray)
      return controlConfig;

    else if (Array.isArray(controlConfig)) {
      const value = controlConfig[0];
      const validator: ValidatorFn = controlConfig.length > 1 ? controlConfig[1] : null;
      const asyncValidator:
      return this.control(value, validator, asyncValidator);
    } else {
      return this.control(controlConfig);
    }
  }

/**
 * @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
 */

/**
 * @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');

/**
 * @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 {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';

/**
 * Exports the required providers and directives for template-driven forms,
 * making them available for import by NgModules that import this module.
 *
 * @see [Forms Guide](/guide/forms)
 *
 * @publicApi
 */
@NgModule({
  declarations: TEMPLATE_DRIVEN_DIRECTIVES,
  providers: [RadioControlRegistry],
  exports: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]
})
export class FormsModule {
}

/**
 * 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
 */
@NgModule({
  declarations: [REACTIVE_DRIVEN_DIRECTIVES],
  providers: [FormBuilder, RadioControlRegistry],
  exports: [InternalFormsSharedModule, REACTIVE_DRIVEN_DIRECTIVES]
})
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.
   */
  static withConfig(opts: {
    /** @deprecated as of v6 */
    warnOnNgModelWithFormControl: 'never' | 'once' | 'always'
  }): ModuleWithProviders<ReactiveFormsModule> {
    return {
      ngModule: ReactiveFormsModule,
      providers: [{
        provide: NG_MODEL_WITH_FORM_CONTROL_WARNING,
        useValue: opts.warnOnNgModelWithFormControl
      }]
    };
  }
}

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

export * from './index';

export {InternalFormsSharedModule as ɵangular_packages_forms_forms_d, REACTIVE_DRIVEN_DIRECTIVES as ɵangular_packages_forms_forms_c, SHARED_FORM_DIRECTIVES as ɵangular_packages_forms_forms_a, TEMPLATE_DRIVEN_DIRECTIVES as ɵangular_packages_forms_forms_b} from './src/directives';
export {CHECKBOX_VALUE_ACCESSOR as ɵangular_packages_forms_forms_e} from './src/directives/checkbox_value_accessor';
export {DEFAULT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_f} from './src/directives/default_value_accessor';
export {AbstractControlStatus as ɵangular_packages_forms_forms_i} from './src/directives/ng_control_status_host';
export {NgNoValidate as ɵangular_packages_forms_forms_y} from './src/directives/ng_no_validate_directive';
export {NUMBER_VALUE_ACCESSOR as ɵangular_packages_forms_forms_l} from './src/directives/number_value_accessor';
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.
{"version":3,"file":"forms.umd.js","sources":["../../../../../external/npm/node_modules/tslib/tslib.es6.js","../../../../../pa
ckages/forms/src/directives/control_value_accessor.ts","../../../../../packages/forms/src/directives/checkbox_value_ac
cessor.ts","../../../../../packages/forms/src/directives/default_value_accessor.ts","../../../../../packages/forms/src/directiv
es/abstract_control_directive.ts","../../../../../packages/forms/src/directives/control_container.ts","../../../../../packages/f
orms/src/directives/ng_control.ts","../../../../../packages/forms/src/directives/ng_control_status.ts","../../../../../package
s/forms/src/validators.ts","../../../../../packages/forms/src/directives/normalize_validator.ts","../../../../../packages/form
s/src/directives/number_value_accessor.ts","../../../../../packages/forms/src/directives/radio_control_value_accessor.ts
","../../../../../packages/forms/src/directives/range_value_accessor.ts","../../../../../packages/forms/src/directives/error_
examples.ts","../../../../../packages/forms/src/directives/reactive_errors.ts","../../../../../packages/forms/src/directives/se
lect_control_value_accessor.ts","../../../../../packages/forms/src/directives/select_multiple_control_value_accessor.ts"
,"../../../../../packages/forms/src/directives/shared.ts","../../../../../packages/forms/src/model.ts","../../../../../packages/for
ms/src/directives/ng_form.ts","../../../../../packages/forms/src/directives/abstract_form_group_directive.ts","../../../../../
packages/forms/src/directives/template_driven_errors.ts","../../../../../packages/forms/src/directives/ng_model_group.
ts","../../../../../packages/forms/src/directives/ng_model.ts","../../../../../packages/forms/src/directives/ng_no_validate_
directive.ts","../../../../../packages/forms/src/directives/reactive_directives/form_control_directive.ts","../../../../../pack
ages/forms/src/directives/reactive_directives/form_group_directive.ts","../../../../../packages/forms/src/directives/reac
tive_directives/form_group_name.ts","../../../../../packages/forms/src/directives/reactive_directives/form_control_na
me.ts","../../../../../packages/forms/src/directives/validators.ts","../../../../../packages/forms/src/directives.ts","../../../../..
/packages/forms/src/form_builder.ts","../../../../../packages/forms/src/version.ts","../../../../../packages/forms/src/form_
providers.ts","../../../../../packages/forms/src/forms.ts","../../../../../packages/forms/public_api.ts","../../../../../packages/f
orms/index.ts","../../../../../packages/forms/forms.ts"],"sourcesContent":["/*!
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the Apache Version 2.0 License for specific language governing permissions\r\nand limitations under the
License.\r\n***************************************************************************** */\r\n/*
global Reflect, Promise */\r\n\r\nvar extendStatics = function(d, b) {\r\n extendStatics = Object.setPrototypeOf
||\r\n
({ __proto__: [] } instanceof Array && function (d, b) { d.__proto__ = b; }) ||\r\n
function (d, b) { for
(var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; };\r\n return extendStatics(d, b);\r\n};\r\n\r\nexport function
__extends(d, b) {\r\n extendStatics(d, b);\r\n function __() { this.constructor = d; }\r\n d.prototype = b === null
? Object.create(b) : (__.prototype = b.prototype, new __());\r\n}\r\n\r\nexport var __assign = function() {\r\n
__assign = Object.assign || function __assign(t) {\r\n
for (var s, i = 1, n = arguments.length; i < n; i++) {\r\n
s = arguments[i];\r\n
for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p)) t[p] = s[p];\r\n
}\r\n
return t;\r\n }\r\n return __assign.apply(this, arguments);\r\n}\r\n\r\nexport function __rest(s, e) {\r\n var t
= {};\r\n for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0)\r\n
t[p] =
s[p];\r\n if (s != null && typeof Object.getOwnPropertySymbols === \"function\")\r\n
for (var i = 0, p =
Object.getOwnPropertySymbols(s); i < p.length; i++) {\r\n
if (e.indexOf(p[i]) < 0 &&
Object.prototype.propertyIsEnumerable.call(s, p[i]))\r\n
t[p[i]] = s[p[i]];\r\n
}\r\n return
t;\r\n}\r\n\r\nexport function __decorate(decorators, target, key, desc) {\r\n var c = arguments.length, r = c < 3 ?

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p;
  return i = {}, verb("next"), verb("throw"), function (e) { throw e; }, verb("return"), i[Symbol.iterator] = function () { return this; }; i; });
  return verb(n, f) | i[n] = o[n] ? function (v) { return p = f(v) ? f(v) : v; }, verb("return"), i[Symbol.iterator] = function () { return this; }; i; };
  return m = o[Symbol.asyncIterator], i = {}, verb("next"), verb("throw"), verb("return"), i[Symbol.asasyncIterator] = function () { return new Promise(resolve, reject) { v = o[n](v), settle(resolve, reject, done, value); }; i; };
  return verb(resolve(v).then(function (v) { resolve(verb(v, done, d)); }, reject)); i;
  return i[Symbol.asasyncPort] = __makeTemplateObject(cooked, raw)
  if (Object.defineProperty) { Object.defineProperty(cooked, "raw", {
    value: raw
  });
  } else { cooked.raw = raw; i;
    return cooked.raw;
  }
  return i;
  return i;
  return i;
  function verb(n, f) { i[n] = o[n] ? function (v) { return (p = !p) ? { value: o[n](v), done: n === "return" } : f ? f(v) : v; } : f; }
}

export 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 verb(n) { i[n] = o[n] && function (v) { return new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, done, value); }); };
    i[n] = function settle(resolve, reject, d, v) { Promise.resolve(v).then(resolve, reject);};
}

export function __makeTemplateObject(cooked, raw) {
  if (Object.defineProperty) { Object.defineProperty(cooked, "raw", {
    value: raw
  });
  } else { cooked.raw = raw; 
    return cooked.raw;
  }
  return cooked.raw;
}

export 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;
}

export function __importDefault(mod) {
  return (mod && mod.__esModule) ? mod : {
    default: mod
  };
}

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

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

/**
 * @description
 * Defines an interface that acts as a bridge between the Angular forms API and
 * native element in the DOM.

 * @publicApi
 */
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.

   * @usageNotes
   * ### Write a value to the element
   *
   * The following example writes a value to the native DOM element.

   * ```ts
   * writeValue(value: any): void {
   *   this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
   * }
   * ```
   *
   * @param obj The new value for the element
   */
  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
   * when values propagate from the view to the model.

   * @usageNotes
   * ### Store the change function
   *
   * The following example stores the provided function as an internal
   * method.

   * ```ts
   * registerOnChange(fn: (_: any) => void): void {
   *   this._onChange = fn;
   * }
   * ```
   *
   * On blur (or equivalent), your class should call the registered function to
   * allow the forms API to update itself:

   * ```ts
   * host: {
   *   '(blur)': '_onTouched()'
   * }
   * ```
   *
   * @param fn The callback function to call when the control's value changes in the UI.
   */
  registerOnChange(fn: any): void;

  /**
   * @description
   * Registers a callback function is called by the forms API on initialization
   * to update the form model on blur.

   * When implementing 'registerOnTouched' in your own value accessor, save the
given function so your class calls it at the appropriate time.

   * ```ts
   * registerOnTouched(fn: any): void {
   *   this._onTouched = fn;
   * }
   * ```
   *
   * When implementing the 'registerOnTouched' method in your own value accessor,
   * save the given function so your class calls it at the appropriate time.

   * ```ts
   * registerOnTouched(fn: any): void {
   *   this._onTouched = fn;
   * }
   * ```
   *
   * @param fn The callback function to register
   */
  registerOnTouched(fn: any): void;

  /**
   * @description
   * Function that is called by the forms API when the control status changes
to 'DISABLED'. Depending on the status, it enables or disables the
   * appropriate DOM element.

   * ```ts
   * setDisabledState(isDisabled: boolean): void {
   *   this._renderer.setElementProperties(this._elementRef.nativeElement, 'disabled', isDisabled);
   * }
   * ```
   *
   * @param isDisabled The disabled status to set on the element
   */
  setDisabledState?(isDisabled: boolean): void;
}

/**
 * Used to provide a `ControlValueAccessor` for form controls.

 * See

 * @publicApi
 */
export class UntypedValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * This method is called by the forms API to write to the view when
   * programmatic changes from model to view are requested.

   * @usageNotes
   * ### Write a value to the element
   *
   * The following example writes a value to the native DOM element.

   * ```ts
   * writeValue(value: any): void {
   *   this._renderer.setProperty(this._elementRef.nativeElement, 'value', value);
   * }
   * ```
   *
   * @param obj The new value for the element
   */
  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
   * when values propagate from the view to the model.

   * @usageNotes
   * ### Store the change function
   *
   * The following example stores the provided function as an internal
   * method.

   * ```ts
   * registerOnChange(fn: (_: any) => void): void {
   *   this._onChange = fn;
   * }
   * ```
   *
   * On blur (or equivalent), your class should call the registered function to
   * allow the forms API to update itself:

   * ```ts
   * host: {
   *   '(blur)': '_onTouched()'
   * }
   * ```
   *
   * @param fn The callback function to call when the control's value changes in the UI.
   */
  registerOnChange(fn: any): void;

  /**
   * @description
   * Registers a callback function is called by the forms API on initialization
   * to update the form model on blur.

   * When implementing 'registerOnTouched' in your own value accessor, save the
given function so your class calls it at the appropriate time.

   * ```ts
   * registerOnTouched(fn: any): void {
   *   this._onTouched = fn;
   * }
   * ```
   *
   * @param fn The callback function to register
   */
  registerOnTouched(fn: any): void;

  /**
   * @description
   * Function that is called by the forms API when the control status changes
to 'DISABLED'. Depending on the status, it enables or disables the
   * appropriate DOM element.

   * ```ts
   * setDisabledState(isDisabled: boolean): void {
   *   this._renderer.setElementProperties(this._elementRef.nativeElement, 'disabled', isDisabled);
   * }
   * ```
   *
   * @param isDisabled The disabled status to set on the element
   */
  setDisabledState?(isDisabled: boolean): void;
}

`DefaultValueAccessor` for how to implement one.

```typescript
export const NG_VALUE_ACCESSOR = new InjectionToken<ControlValueAccessor>('NgValueAccessor');

/**
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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 CHECKBOX_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() =>
    CheckboxControlValueAccessor),
  multi: true,

  /**
   * @description
   * A `ControlValueAccessor` for writing a value and listening to changes on a checkbox 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.
   *
   * @param value The checked value
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);
  }

  /**
   * Registers a function called when the control value changes.
   *
   * @param fn The callback function
   */
  registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }

  /**
   * Registers a function called when the control is touched.
   *
   * @param fn The callback function
   */
  registerOnTouched(fn: () => {}): void { this.onTouched = fn; }

  /**
   * Sets the "disabled" property on the input element.
   *
   * @param isDisabled The disabled value
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}
```

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

import {ɵgetDOM as getDOM} from '@angular/common';
import {Directive, ElementRef, Inject, InjectionToken, Optional, Renderer2,
  forwardRef} from '@angular/core';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from
  './control_value_accessor';

export const DEFAULT_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => DefaultValueAccessor),
  multi: true,

  /**
   * @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.
   */
  onChange = (_: any) => {};

  /**
   * The registered callback function called when a change event occurs on the input element.
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "checked" property on the input element.
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', value);
  }

  /**
   * Registers a function called when the control value changes.
   */
  registerOnChange(fn: (_: any) => {}): void { this.onChange = fn; }

  /**
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => {}): void { this.onTouched = fn; }

  /**
   * Sets the "disabled" property on the input element.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
}
```

`COMPOSITION_BUFFER_MODE` is an InjectionToken used to control if form directives buffer IME input until the `compositionend` event occurs.

```typescript
/**
 * @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.
 */
export const COMPOSITION_BUFFER_MODE = new InjectionToken<boolean>('CompositionEventMode');
```

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.
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: {\n  'input':
  '\$any(this)_\_handleInput(Sevent.target.value)\',
  'blur': 'onTouched()\',
  'compositionstart':
  '
\$any(this)_\_compositionStart()\',
  'compositionend': 'any(this)_\_compositionEnd(Sevent.target.value)\'
},
\n providers: [DEFAULT\_VALUE\_ACCESSOR]\n})
export class DefaultValueAccessor implements
ControlValueAccessor {\n  /**
   * @description
   * The registered callback function called when an input event
   * occurs on the input element.\n   * @\n   *\n   *\n   */
  onChange = (_: any) => {};

  /**
   * @description
   * The registered
   * callback function called when a blur event occurs on the input element.\n   * @\n   *\n   *\n   */
  onTouched = () => {};

  /**
   * Whether the user is creating a composition string (IME events).\n   */
  private _composing = false;

  constructor(\n    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.\n   * @\n   *\n   */
  writeValue(value: any): void {
    const
    normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
  }

  /**
   * Registers a function called when the control value
   * changes.\n   * @\n   *\n   */
  registerOnChange(fn: (_: any) => void): void {
    this.onChange = fn;
  }

  /**
   * Registers a function called when a blur event occurs on the input element.\n   * @\n   *\n   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * Sets the \$\disabled\$ property on the input element.\n   * @\n   *\n   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  /** @internal */
  _handleInput(value: any): void {
    if (!this._compositionMode || (this._compositionMode && !this._composing)) {
      this.onChange(value);
    }
  }

  /** @internal */
  _compositionStart(): void { this._composing = true;
  }

  /** @internal */
  _compositionEnd(value: any): void {
    this._composing = false;
    this._compositionMode && this.onChange(value);
  }

  /**
   * @description
   * Reports the value of
   * the control if it is present, otherwise null.
   */
  get value(): any { return this.control ? this.control.value : null;
  }

  /**
   * @description
   * Reports whether the control is valid. A control is considered valid if no
   * validation errors exist with the current value.\n   */
  get valid(): boolean|null { return this.control ? this.control.valid : null;
  }

  /**
   * @description
   * Reports whether a control is pending, meaning that that async validation is occurring and\n   * errors are not yet available for the input value. If the control is not present, null is returned.\n   */
  get pending(): boolean|null { return this.control ? this.control.pending : null;
  }

  /**
   * @description
   * Reports whether the control is invalid, meaning that an error exists in the input value.\n   */
  get invalid(): boolean|null { return this.control ? this.control.invalid : null;
  }

  /**
   * Reports whether a control is disabled, meaning that the control is disabled\n   * in the UI and is exempt from validation checks and excluded from aggregate\n   * values of ancestor controls. If the control is not present, null is returned.\n   */
  get disabled(): boolean|null { return this.control ? this.control.disabled : null;
  }

  /**
   * Reports whether the control is enabled, meaning that the control is included in ancestor\n   * calculations of validity or value. If the control is not present, null is
   */
  get enabled(): boolean|null { return this.control ? this.control.enabled : null;
  }

  /*
   * Localized messages
   */

  /*
   * Private methods:
   */

  /*
   * Public methods:
   */

  /*
   * Instance fields:
   */

  /*
   * Constructor:
   */

  /*
   * Package methods:
   */

  /*
   * Package fields:
   */

  /*
   * Private fields:
   */

  /*
   * Public fields:
   */
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```typescript
import {AbstractControlDirective} from './abstract_control_directive';
import {Form} from './form_interface';

/**
 * @description
 * A base class
 * for directives that contain multiple registered instances of `NgControl`.
 * Only used by the forms module.
 *
 * @usageNotes
 * For example, for the following `FormGroup`:
 * ```
 * form = new FormGroup({
 *   address: new FormGroup({ street: new FormControl() })
 * });
 * ```
 * The path to the 'street' control from the root form would be 'address' -> 'street'.
 * It can be provided to this method in one of two formats:
 * 1. A period-delimited list of control names in one string, e.g. `'[address', 'street']`.
 * 1. An array of string control names, e.g. `['address', 'street']`.
 * If no path is given, this method checks for the error on the current control.

```
@description
* The name for the control
*/

// TODO(issue/24571): remove '':

@description
* The top-level form directive for the control
*/

Form

* @description
* The path to this group
*/

path

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/* A base class that all control FormControl-based directives
extend. It binds a FormControl object to a DOM element.
*/

import {AbstractControlDirective} from './abstract_control_directive';
import {ControlContainer} from './control_container';
import {NgControl, AsyncValidatorFn, Validator, ValidatorFn} from './validators';

/**
 * @description
 * A base class that all control FormControl-based directives
 * extend. It binds a FormControl object to a DOM element.
 *
 * @publicApi
 */
export abstract class NgControl extends AbstractControlDirective {

/**
 * @description
 * The parent form for the control.
 *
 * @internal
 */

 /**
 * @description
 * The name for the control
 */

 /**
 * @description
 * The value accessor for the control
 */

 /**
 * @description
 * The uncomposed array of synchronous validators for the control
 *
 * @internal
 */

 /**
 * @description
 * The registered synchronous validator function for the control
 *
 * @throws An exception that this method is not implemented
 */

 /**
 * @description
 * The registered async validator function for the control
 *
 * @throws An exception that this method is not implemented
 */

 /**
 * @description
 * The callback method to update the model from the view when requested
 */

 /**
 * @description
 * Directive automatically applied to Angular form controls that sets CSS classes
 * based on control status (valid/invalid/dirty/etc).
 */

 /**
 * @description
 * Directive automatically applied to Angular form groups that sets CSS classes
 * based on control status.
 */

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```typescript
'\[[formGroupName],[formArrayName],[ngModelGroup],[formGroup],form:not([ngNoForm]),[ngForm]\],\n  host: ngControlStatusHost\}]

export class NgControlStatusGroup extends AbstractControlStatus {
  constructor(@Self() cd: ControlContainer) { super(cd); }
}

/**
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 */

import {InjectionToken, ɵisObservable as isObservable, ɵisPromise as isPromise} from '@angular/core';
import {Observable, forkJoin, from} from 'rxjs';
import {map} from 'rxjs/operators';
import {AsyncValidatorFn, ValidationErrors, Validator, ValidatorFn} from './directives/validators';

function isEmptyInputValue(value: any): boolean {
  // we don't check for string here so it also works with arrays
  return value == null || value.length === 0;
}

/**
 * @description
 * An `InjectionToken` for registering additional synchronous validators used with `AbstractControl`s.
 *
 * @see `NG_ASYNC_VALIDATORS`
 *
 * @publicApi
 */
export const NG_VALIDATORS = new InjectionToken<Array<Validator|Function>>('NgValidators');

/**
 * 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 (`.`). For example `localhost` or `foo.com`.
 * - `labels` consists of one or more of the allowed characters (alphanumeric, dashes (`-`) and periods (`.`))
 * - `labels` cannot begin or end with a dash (`-`) or a period (`.`).
 * - The whole address cannot be longer than 254 characters.
 *
 * ## Implementation background
 *
 * This regexp was ported over from AngularJS (see there for git history): https://github.com/angular/angular.js/blob/c133ef836/src/ng/directive/input.js#L27
 * It is based on the WHATWG version ([https://html.spec.whatwg.org/multipage/input.html#valid-e-mail-address](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 lengths of different parts of the address).
 *
 * 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.
 * - The whole address cannot be longer than 254 characters.
 *
 * @publicApi
 */
export class Validators {
  /**
   * @description
   * Validator that requires the control's value to be greater than or equal to the provided number.
   * The validator exists only as a function and not as a directive.
   *
   * @usageNotes
   *
   * ### Validate against a minimum of 3
   *
   * ```typescript
   * const control = new FormControl(2, Validators.min(3));
   *
   * console.log(control.errors); // {min: {min: 3, actual: 2}}
   * ```
   *
   * @returns A validator function that returns an error map with the `min` property if the validation check fails, otherwise `null`.
   *
   * @see `updateValueAndValidity()`, `AbstractControl`.
   */
  static min(min: number): ValidatorFn {
    return (control: AbstractControl): ValidationErrors | null => {
      if (isEmptyInputValue(control.value) ||
```
```javascript
isEmptyInputValue(min) {
  return null; // don't validate empty values to allow optional controls
}

const value = parseFloat(control.value); // Controls with NaN values after parsing should be treated as not
// minimum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-min
return isNaN(value) && value < min ? {'min': {'min': min, 'actual': control.value} : null; // don't validate empty values to allow optional controls
}

const value = parseFloat(control.value); // Controls with NaN values after parsing should be treated as not
// maximum, per the HTML forms spec: https://www.w3.org/TR/html5/forms.html#attr-input-max
return !isNaN(value) && value > max ? {'max': {'max': max, 'actual': control.value} : null; // don't validate empty values to allow optional controls
}

return isEmptyInputValue(control.value) ? {'required': true} : null; // don't validate empty values to allow optional controls
}

EMAIL_REGEXP.test(control.value) ? null : {'email': true};
```

---

**Validator that requires the control’s value to be less than or equal to the provided number.**

The validator exists only as a function and not as a directive. It validates against a maximum of 15

```
return !isNaN(value) && value > max ? {'max': {'max': max, 'actual': control.value} : null; // don't validate empty values to allow optional controls
}
```

The pattern is commonly used for required checkboxes. It validates that the field’s value is true

```
return control.value === true ? null : {'required': true}; // don't validate empty values to allow optional controls
}
```

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). It allows for variations in domain names and the lengths of different parts of the address. It also checks for valid email addresses. If the pattern does not satisfy your business needs, you can use `Validators.pattern()` to validate the value against a different pattern.
isDisabled: The disabled value
  *\n  * @param {boolean} disabled
  */
  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 '@angular/forms';
import {RadioControlValueAccessor} from './control_value_accessor';
import {NgControl} from './ng_control';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from 'angular2/core';
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[] = [];

  /**
   * @description
   * Adds a control to the internal registry. For internal use only.
   * For internal use only.
   */
  add(control: NgControl, accessor: RadioControlValueAccessor) {
    this._accessors.push([control, accessor]);
  }

  /**
   * @description
   * Removes a control from the internal registry. For internal use only.
   * For internal use only.
   */
  remove(accessor: RadioControlValueAccessor) {
    for (let i = this._accessors.length - 1; i >= 0; --i) {
      if (this._accessors[i][1] === accessor) {
        this._accessors.splice(i, 1);
        return;
      }
    }
  }

  /**
   * @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 &&
        controlPair[1].name === accessor.name;
  }
}

/**
 * @description
 * The `ControlValueAccessor` for writing radio control values and listening to radio
 * control\n * changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and\n * `NgModel` directives.\n */

/**
 * @description
 * The registered callback function called when a blur event occurs on the input element.
 */
@Input() onTouched = () => {};

/**
 * @description
 * The registered callback function called when a change event occurs on the input element.
 */
@Input() onChange = () => {};

/**
 * @description
 * Tracks the name of the radio input element.
 */
@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`.
 */
@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.
 * 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.
 * For internal use only.
 */
ngOnDestroy(): void {
    this._registry.remove(this);
}

/**
 * @description
 * Registers a function called when the control value changes.
 */
@Input() valueChange = () => {};

/**
 * @description
 * A lifecycle method called when the directive is initialized. For internal use only.
 * For internal use only.
 */
ngOnInit(): void {
  this._control = this._injector.get(NgControl);
  this._checkName();
  this._registry.add(this._control, this);

todo: {TodoComponent}
@param fn The callback function

*/

registerOnChange(fn: (_: any) => {}): void {
  this._fn = fn;
  this.onChange = () => {
    fn(this.value);
  };
}

registerOnTouched(fn: () => {}): void {
  this.onTouched = fn;
}

setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

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">
`);
}

writeValue(value: any): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'value', parseFloat(value));
}

registerOnChange(fn: (_: number|null) => void): void {
  this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); };
}

registerOnTouched(fn: () => void): void {
  this.onTouched = fn;
}

protected constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

protected ngOnChanges(): void {
  this._checkName();
}

private _checkName(): void {
  if (this.name && this.formControlName !== this.name) {
    this._throwNameError();
  }
  if (!this.name && this.formControlName) this.name = this.formControlName;
}

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">
`);
}

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 */

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 [formGroup]="myGroup">
    <div formArrayName="cities">
      <input formControlName="firstName">
    </div>
  </div>

    In your class:

    this.myGroup = new FormGroup({
    cities: new FormGroup( {
          firstName: new FormControl() )})
  });`,
Using select controls in a template-driven form

To use a select in a template-driven form, simply add an `ngModel` and a `name` attribute to the main `<select>` tag.

Customizing option selection

Angular uses object identity to select option. It's possible for the identities of items to change while the data does not. This can happen, for example, if the items are produced from an RPC to the server, and that RPC is re-run. Even if the data hasn't changed, the second response will produce objects with different identities.

To customize the default option comparison algorithm, `<select>` supports `compareWith` input.

### Customizing option selection

Angular uses object identity to select option. It's possible for the identities of items in the input to change while the data does not. This can happen, for example, if the items are produced from an RPC to the server, and that RPC is re-run. Even if the data hasn't changed, the second response will produce objects with different identities.

To customize the default option comparison algorithm, `<select>` supports `compareWith` input.

```ts
const selectedCountriesControl = new FormControl();
```
`SelectControlValueAccessor`\n
```
* @publicApi
* @NgModule
* @NgModule(\{selectors: [\'option\']\})
```
export class NgSelectOption implements OnDestroy {

  /**
   * @description
   * ID of the option element
   */
  id: string;

  constructor(_element: ElementRef, private _renderer: Renderer2, private _select: SelectControlValueAccessor) {
    this._select._optionMap.set(this.id, null);
    this._select.writeValue(this._select.value);
  }

  ngOnDestroy(): void {
    if (this._select !== null) {
      this._select._optionMap.delete(this.id);
      this._select.writeValue(this._select.value);
    }
  }
}

```

```
```typescript
constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

/**
 * @description
 * Sets the "value" property on one or more of the select's options.
 *
 * @param value The value
 */
writeValue(value: any): void {
  this.value = value;
  let optionSelectedStateSetter: (opt: any) => void;
  if (Array.isArray(value)) {
    // convert values to ids
    const ids = value.map((v) => this._getOptionId(v));
    optionSelectedStateSetter = (opt) => {
      opt._setSelected(ids.indexOf(opt._value) > -1);
    };
  } else {
    optionSelectedStateSetter = (opt) => {
      // opt._setSelected(false);
      this._optionMap.forEach((optionSelectedStateSetter: (opt: any) => void) => {
        optionSelectedStateSetter(opt, this._optionMap.get(opt._value) !);
      });
    };

    optionSelectedStateSetter(this.value);
  }

  // Degrade on IE
  else {
    const options: HTMLCollection = this._elementRef.nativeElement.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);
}

/**
 * @description
 * Registers a function called when the control value changes and writes an array of the
 * selected options.
 *
 * @param fn The callback function
 */
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);
      }
    }
    // Degrade on IE
    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);
  };
}

/**
 * @description
 * Registers a function called when the control is touched.
 *
 * @param fn The callback function
 */
registerOnTouched(fn: () => any): void {
  this.onTouched = fn;
}

/**
 * Sets the "disabled" property on the select input element.
 *
 * @param isDisabled The disabled
 */
setDisabledState(isDisabled: boolean): void {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}

/** @internal */
_registerOption(value: ɵNgSelectMultipleOption): string {
  const id: string = (this._idCounter++).toString();
  this._optionMap.set(id, value);
  return id;
}

/** @internal */
_getOptionId(value: any): string|null {
  for (const id of Array.from(this._optionMap.keys())) {
    if (this._compareWith(value, this._optionMap.get(id)!.value)) return id;
  }
  return null;
}

/** @internal */
_getOptionValue(valueString: string): any {
  const id: string = _extractId(valueString);
  return this._optionMap.has(id) ? this._optionMap.get(id)!.value : valueString;
}

/**
 * @description
 * Marks `option` as dynamic, so Angular can be notified when
 * options change.
 *
 * @see `SelectMultipleControlValueAccessor`
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({selector: 'option'})
export class ɵNgSelectMultipleOption implements OnDestroy {
  // TODO(issue/24571): remove '!'.
  id !: string;
  
  constructor(
      private _element: ElementRef, private _renderer: Renderer2,
      @Optional() @Host() private _select: SelectMultipleControlValueAccessor) {
    if (this._select) {
      this.id = this._select._registerOption(this);
    }
  }

  /**
   * @description
   * Tracks the value bound to the option element. Unlike the value binding,
   * ngValue supports binding to objects.
   */
  @Input('ngValue')
  set ngValue(value: any) {
    if (this._select) {
      this._value = value;
      this._setElementValue(_buildValueString(this.id, value));
      this._select.writeValue(this._select.value);
    } else {
      this._setElementValue(value);
    }
  }

  /**
   * @description
   * Tracks simple string values bound to the option element.
   */
  @Input('value')
  set value(value: any) {
    if (this._select) {
      this._value = value;
      this._setElementValue(_buildValueString(this.id, value));
      this._select.writeValue(this._select.value);
    } else {
      this._setElementValue(value);
    }
  }

  /** @internal */
  _setElementValue(valueString: string): void {
    this._renderer.setProperty(this._element.nativeElement, 'value', valueString);
  }

  /** @internal */
  _setSelected(selected: boolean) {
    this._renderer.setProperty(this._element.nativeElement, 'selected', selected);
  }

  /**
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {
    if (this._select) {
      this._select.writeValue(this._select.value);
      this._select._optionMap.delete(this.id);
    }
  }
}
```

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import {isDevMode, ɵlooseIdentical as looseIdentical} from '@angular/core';
import {FormArray, FormControl, FormGroup} from '@angular/forms';
import {Validators} from '@angular/forms';
import {AbstractControlDirective} from '@abstract_control_directive';
import {CheckboxControlValueAccessor} from '@checkbox_value_accessor';
import {ControlValueAccessor} from '@control_value_accessor';
import {DefaultValueAccessor} from '@default_value_accessor';
import {NgControl} from '@ng_control';
import {normalizeAsyncValidator, normalizeValidator} from '@normalize_validator';
import {NumberValueAccessor} from '@number_value_accessor';
import {RadioControlValueAccessor} from '@radio_control_value_accessor';
import {RangeValueAccessor} from '@range_value_accessor';
import {SelectControlValueAccessor} from '@select_control_value_accessor';
import {SelectMultipleControlValueAccessor} from '@select_multiple_control_value_accessor';
import {AsyncValidator, 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 {
  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);
  setUpBlurPipeline(control, dir);

  if (dir.valueAccessor!.setDisabledState) {
    control.registerOnDisabledChange((isDisabled: boolean) => { dir.valueAccessor!.setDisabledState!(isDisabled); });
  }

  // re-run validation when validator 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()));
  });
}

export function cleanUpControl(control: FormControl, dir: NgControl) {
  dir.valueAccessor!.registerOnChange(() => _noControlError(dir));
  dir.valueAccessor!.registerOnTouched(() => _noControlError(dir));

  dir._rawValidators.forEach((validator: any) => {
    if (validator.registerOnValidatorChange) {
      validator.registerOnValidatorChange(null);
    }
  });

  dir._rawAsyncValidators.forEach((validator: any) => {
    if (validator.registerOnValidatorChange) {
      validator.registerOnValidatorChange(null);
    }
  });

  if (control) control._clearChangeFns();
}

export function setUpFormContainer(
    control: FormGroup | FormArray, dir: AbstractFormGroupDirective | FormArrayName) {
  if (control == null) _throwError(dir, 'Cannot
find control with');\n    control.validator = Validators.compose([control.validator, dir.validator]);\n\n    control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);\n\n    function _noControlError(dir: NgControl) {\n      return _throwError(dir, 'There is no FormControl instance attached to form control element with');\n    }\n\n    function _throwError(dir: AbstractControlDirective, message: string): void {\n      let messageEnd: string;\n      if (dir.path !== undefined) {\n        messageEnd = `path: '${dir.path.join(' -> ')}'`;\n      } else if (dir.path != null) {\n        messageEnd = `name: '${dir.path}'`;\n      } else {\n        messageEnd = 'unspecified name attribute';\n      }\n      throw new Error(`${message} ${messageEnd}`);\n\n    }\n\n    export function composeValidators(validators: Array<Validator|ValidatorFn>): ValidatorFn|null {\n      return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;\n\n    }\n\n    export function composeAsyncValidators(validators: Array<AsyncValidator|AsyncValidatorFn>): AsyncValidatorFn|null {\n      return validators != null ? Validators.composeAsync(validators.map(normalizeAsyncValidator)) : null;\n\n    }\n\n    export function isPropertyUpdated(changes: {[key: string]: any}, viewModel: any): boolean {\n      if (!changes.hasOwnProperty('model')) return false;\n      const change = changes['model'];\n\n      if (change.isFirstChange()) return true;\n      return !looseIdentical(viewModel, change.currentValue);\n\n    }\n\n    const BUILTIN_ACCESSORS = [CheckboxControlValueAccessor, ArrayControlValueAccessor, RadioControlValueAccessor, SelectControlValueAccessor, SelectMultipleControlValueAccessor, NumberValueAccessor, SelectControlValueAccessor, SelectMultipleControlValueAccessor, AsyncValidatorFn];\n\n    export function isBuiltInAccessor(valueAccessor: ControlValueAccessor): boolean {\n      return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);\n    }\n\n    export function syncPendingControls(form: FormGroup, directives: NgControl[]): void {\n      form._syncPendingControls();\n      directives.forEach(dir => {\n        const control = dir.control as FormControl;\n        if (control.updateOn === 'submit' & & control._pendingChange) {\n          dir.viewToModelUpdate(control._pendingValue);\n          control._pendingChange = false;\n        }\n      });\n\n      // TODO: vsavkin remove it once\n    }\n\n    // TODO(kara): remove after deprecation period\n    export function _ngModelWarning(name: string, type: {_ngModelWarningSentOnce: boolean}, instance: {_ngModelWarningSent: boolean}, warningConfig: string | null) {\n      if (!isDevMode() || warningConfig === 'never') return;\n\n      if (((warningConfig === null || warningConfig === 'once') && !type._ngModelWarningSentOnce) || (warningConfig === 'always' && !instance._ngModelWarningSent)) {\n        ReactiveErrors.ngModelWarning(name);\n        type._ngModelWarningSentOnce = true;\n        instance._ngModelWarningSent = true;\n      }\n\n      type._ngModelWarningSentOnce = true;\n      instance._ngModelWarningSent = true;\n    }\n\n    Open Source Used In MSX SD-Access Service Pack 3.9.0  4232
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.
 * @see `markAsPending`
 */
export const PENDING = 'PENDING';

/**
 * Reports that a FormControl is disabled, meaning that the control is exempt from ancestor calculations of validity or value.
 * @see `markAsDisabled`
 */
export const DISABLED = 'DISABLED';

function _find(control: AbstractControl, path: Array<string|number>| string, delimiter: string) {
  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.controls.hasOwnProperty(name as string) ?
          controlToFind.controls[name]:
          null;
    } else if (controlToFind instanceof FormArray) {
      controlToFind = controlToFind.at(<number>name) || null;
    } else {
      controlToFind = null;
    }
  });
  return controlToFind;
}

function coerceToValidator(validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null): ValidatorFn|null {
  const validator = isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).validators :
                                       validatorOrOpts as ValidatorFn | ValidatorFn[] | null;

  return Array.isArray(validator) ? composeValidators(validator) : validator || null;
}

function coerceToAsyncValidator(asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[] | null, validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null): AsyncValidatorFn|null {
  const origAsyncValidator = isOptionsObj(validatorOrOpts) ? (validatorOrOpts as AbstractControlOptions).asyncValidators :
                                       asyncValidator as AsyncValidatorFn | AsyncValidatorFn | null;

  return Array.isArray(origAsyncValidator) ?
    composeAsyncValidators(origAsyncValidator) :
    origAsyncValidator || null;
}

export type FormHooks = 'change' | 'blur' | 'submit';

/**
 * Interface for options provided to an `AbstractControl`.
 *
 * @publicApi
 */
export interface AbstractControlOptions {
  /**
   * The list of validators applied to this control.
   */
  validators?: ValidatorFn|ValidatorFn[]|null;
  /**
   * The list of async validators applied to this control.
   */
  asyncValidators?: AsyncValidatorFn|AsyncValidatorFn[]|null;
  /**
   * The event name for this control to update upon.
   */
  updateOn?: 'change'|'blur'|'submit';
}

function isOptionsObj(validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null): boolean {
  return validatorOrOpts != null &&
      !Array.isArray(validatorOrOpts) &&
      typeof validatorOrOpts === 'object';
}

/**
 * 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 {
  /**
   * The current value of the control.
   */
  public value: any;

  /**
   * Initialize the AbstractControl instance.
   *
   * @param validator The function that determines the synchronous validity of this control.
   */
  constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}
parent control.

```typescript
parent.getParent(): FormGroup/FormArray { return this._parent; })
```

The validation status of the control. There are four possible validation status values:

- **VALID**: This control has passed all validation checks.
- **INVALID**: This control has failed at least one validation check.
- **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.

```typescript
get valid(): boolean { return this.status === VALID; }
```

```typescript
get pending(): boolean { return this.status === PENDING; }
```

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get dirty(): boolean { return !this.pristine; }
```
add or remove a validator at run time, you must call
  * `updateValueAndValidity()` for the new validation to take
  effect.

  */

  clearValidators(): void { this.validator = null; }

  /**
   * Empties out the async validator
   * list.
   *
   * When you add or remove a validator at run time, you must call
   * `updateValueAndValidity()` for the new validation to take effect.
   *
   * @param opts Configuration options that determine how the control propagates changes
   * and emits events after marking is applied.
   * @see `markAsUntouched()`
   * @see `markAsDirty()`
   * @see `markAsPristine()`
   *
   * @param onlySelf: 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 marking is applied.
   *
   * @param onlySelf: 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 marking is applied.
   *
   * @param onlySelf: When true, mark only this control. When false or not supplied,
   * marks all direct ancestors. Default is false.
   *
   * @param onlySelf: When true, mark only this control. When false or not supplied,
   * marks all direct ancestors. Default is false.
   *
   * @param emitEvent: When true or not supplied (the default), the `statusChanges` observable emits an event with the latest status the control is marked pending.
   * When false, no events are emitted.
   *
   * @param opts Configuration options that determine how the control propagates changes and emits events after marking is applied.
   * @see `markAsDirty()`
   * @see `markAsPristine()`
   * @param onlySelf: 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 marking is applied.
   * @param onlySelf: 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 marking is applied.
   * @param onlySelf: 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 marking is applied.
   * @param onlySelf: 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 marking is applied.
   * @param onlySelf: When true, mark only this control. When false or not supplied,
@param opts Configuration options that determine how the control propagates changes and emits events after the control is disabled. 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 disabled. When false, no events are emitted. When `disable(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.

```javascript
this._parentMarkedDirty(opts.onlySelf);`n
this,(status: string).status = DISABLED;`n
this.foreachChild((control: AbstractControl) => `n
  control.disable({...opts, onlySelf: true});`n);`n
this._updateValue();
```

if (opts.emitEvent !== false) {
  (this.valueChanges as EventEmitter<any>).emit(this.value);
  (this.statusChanges as EventEmitter<string>).emit(this.status);
}

this._updateAncestors({...opts, skipPristineCheck});
```

this._onDisabledChange.forEach((changeFn) => changeFn(true));

```javascript
@

*/

* Enables the control. This means the control is included in validation checks and emits events only when marked as untouched. When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.

```javascript
`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. When false or not supplied, marks all direct ancestors. Default is false.

```javascript
`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. When false or not supplied, marks all direct ancestors. Default is false.

```javascript
\n
 эта в связанной с родителем (если она есть) и посредникам, которые также могут иметь состояния,

```javascript
\n
 this._parentMarkedDirty(opts.onlySelf);`n
this,(status: string).status = VALID;`n
this.foreachChild((control: AbstractControl) => `n
  control.enable({...opts, onlySelf: true});`n);`n
this.updateValueAndValidity({...opts, onlySelf: true});
```

this._updateAncestors({...opts, skipPristineCheck});
```

 Sets the parent of the control. If the parent has been marked artificially dirty we don't want to re-calculate the parent's dirtiness. When false, no updates and validity checks are applied. When true, only update this control. When false or not supplied, update all direct ancestors. Default is false.

```javascript
`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 updated. When false, no events are emitted.

```javascript
\n
*onlySelf*: 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.

```javascript
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\n
*onlySelf*: 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.
this._forEachChild((ctrl: AbstractControl) =>ctrl._updateTreeValidity(opts));

this.updateValueAndValidity((onlySelf: true, emitEvent: opts.emitEvent));

private _setStatus() {
  if (this.status == DISABLED) {\n    this.status = VALID;\n  }\n
private _runValidator(): ValidationErrors|null {
  return this.validator ? this.validator(this) : null;\n}

private _runAsyncValidator(emitEvent?: boolean): void {
  if (this.asyncValidator) {
    this.status = PENDING;\n    const obs = toObservable(this.asyncValidator(this));\n    this._asyncValidationSubscription = obs.subscribe((errors: ValidationErrors | null) => this.setErrors(errors, {emitEvent}));\n  }\n}

private _cancelExistingSubscription(): void {
  if (this._asyncValidationSubscription) {\n    this._asyncValidationSubscription.unsubscribe();\n  }\n}

/**
 * Sets errors on a form control when running validations manually, rather than automatically.\n * Calling `setErrors` also updates the validity of the parent control.\n */

private setErrors(errors: ValidationErrors|null, opts: {emitEvent?: boolean} = {}): void {
  (this as{errors: ValidationErrors | null}).errors = errors;\n  this._updateControlsErrors(emitEvent !== false);\n}

/**
 * Reports error data for the control with the given path.\n */

get(path: string): AbstractControl|null { return _find(this, path, '.'); }

getError(errorCode: string, path?: string): any {
  const control = path ? this.get(path) : this;
  return control && control.errors ? control.errors[errorCode] : null;
}

hasError(errorCode: string, path?: string): boolean {
  return !!this.getError(errorCode, path);
}

root(): AbstractControl {
  let x: AbstractControl = this;

  while (x._parent) {
    x = x._parent;
  }

  return x;
}

_initObservables() {
  (this as{valueChanges: Observable<any>})._valueChanges = new EventEmitter();
  (this as{statusChanges: Observable<any>})._statusChanges = new EventEmitter();\n}

_private_calculateStatus(): string {
  if (this._allControlsDisabled()) {
    this.status = DISABLED;\n  } else {\n    this.status = VALID;\n  }\n}
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(this._allControlsDisabled()) return DISABLED;
    if (this.errors) return INVALID;
    if (this._anyControlsHaveStatus(PENDING)) return PENDING;
    return this._anyControlsHaveStatus(status: string): boolean {
      return false;
    }

    this._forEachChild((cb: Function): void) {
      cb();
    }

    this._anyControls(condition: Function): boolean {
      return false;
    }

    this._syncPendingControls(): boolean {
      return false;
    }

    this._anyControlsDirty(): boolean {
      return false;
    }

    this._anyControlsTouched(): boolean {
      return false;
    }

    this._updatePristine(opts: {onlySelf?: boolean} = {}): void {
      if (this._parent && !opts.onlySelf) {
        this._parent._updatePristine(opts);
      }
    }

    this._updateTouched(opts: {onlySelf?: boolean} = {}): void {
      if (this._parent && !opts.onlySelf) {
        this._parent._updateTouched(opts);
      }
    }

    this._onDisabledChange: Function[] = [];

    this._isBoxedValue(formState: any): boolean {
      return false;
    }

    this._registerOnCollectionChange(fn: () => void): void {
      this._onCollectionChange = fn;
    }

    this._setUpdateStrategy(opts?:ValidatorFn|ValidatorFn[]|AbstractControlOptions|null): void {
      if (isOptionsObj(opts) && (opts as AbstractControlOptions).updateOn != null) {
        this._updateOn = (opts as AbstractControlOptions).updateOn!
      }
    }

    private _parentMarkedDirty(onlySelf?: boolean): boolean {
      return false;
    }

    this._updateOn = (opts as AbstractControlOptions).updateOn!
};

/**
 * Tracks the value and validation status of an individual form control.
 *
 * This is one of the three fundamental building blocks of
 * `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. It implements a collection of methods and properties that are specific to this
 * control. It is essentially a container for these properties and methods, but also
 * provides a way to interact with them.
 *
 * @see `AbstractControl`
 * @see [Reactive Forms Guide](guide/reactive-forms)
 * @see [Usage
 * Notes](#usage-notes)
 *
 * @usageNotes
 *
 * ### Initializing Form Controls
 *
 * Instantiate a `FormControl`, with an initial value.
 *
 * ```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'
 * ```
 *
 * The following example initializes the control using an
 * sync validator.
 *
 * ```ts
 * const control = new FormControl('', Validators.required);
 * console.log(control.value); // ''
 * console.log(control.status); // 'INVALID'
 * ```
 *
 * The following example initializes the control using an
 * async validator.
 *
 * ```ts
 * const control = new FormControl('', Validators.required);
 * ```
 *
 * @publicApi

export class FormControl extends AbstractControl {
  /** @internal */
  _onChange: Function[] = [];

  /** @internal */
  _pendingValue: any;

  /** @internal */
  _pendingChange: any;

  /**
   * Creates a new `FormControl` instance.
   */
  constructor(formState: any = null, validatorOrOpts?: ValidatorFn | ValidatorFn[], asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[]) {
    super(coerceToValidator(validatorOrOpts),
          coerceToAsyncValidator(asyncValidator, validatorOrOpts));
    this._applyFormState(formState);
    this._setUpdateStrategy(validatorOrOpts);
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
    this._initObservables();

    /**
     * Sets a new value for the form.control.
     */
    setValue(value: any,
             options: {
               onlySelf?: boolean,
               emitEvent?: boolean,
               emitModelToViewChange?: boolean,
               emitViewToModelChange?: boolean
             } = {}): void {
      (this as {value: any}).value = this._pendingValue = value;
      if (this._onChange.length && options.emitModelToViewChange !== false) {
        this._onChange.forEach((changeFn) => changeFn(this.value, options.emitViewToModelChange !== false));
      }
      this.updateValueAndValidity(options);
    }

    /**
     * Patches the value of a control.
     *
     * This function is functionally the same as `setValue` at this level.
     * It exists for symmetry with `patchValue` on `FormGroups` and `FormArrays`, where it
     * does behave differently.
     */
    patchValue(value: any, options: {
      onlySelf?: boolean,
      emitEvent?: boolean,
      emitModelToViewChange?: boolean,
      emitViewToModelChange?: boolean
    } = {}): void {
      this.setValue(value, options);
    }

    /**
     * Resets the form control, marking it `pristine` and `untouched`, and setting
     * the value to null.
     */
    reset(formState: any = null, options: {onlySelf?: boolean,
      emitEvent?: boolean} = {}): void {
      this._applyFormState(formState);
      this.markAsPristine(options);
      this.markAsUntouched(options);
      this.setValue(this.value, options);
      this._pendingChange = false;
    }

    /**
     * @internal
     */
    _updateValue() {}

    /**
     * @internal
     */
    _anyControls(condition: Function): boolean { return false; }

    /**
     * @internal
     */
    _allControlsDisabled(): boolean { return this.disabled; }

    /**
     * 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);
    }

    /**
     * @internal
     */
    _forEachChild(cb: Function): void {}
}
/** @internal */
  _syncPendingControls(): boolean {
    if (this.updateOn === 'submit') {
      if (this._pendingDirty) this.markAsDirty();
      if (this._pendingTouched) this.markAsTouched();
      if (this._pendingChange) {
        this.setValue(this._pendingValue, {onlySelf: true, emitModelToViewChange: false});
        return true;
      }
    }
    return false;
  }

  private _applyFormState(formState: any) {
    if (this._isBoxedValue(formState)) {
      (this as{value: any}).value = this._pendingValue = formState.value;
      formState.disabled ? this.disable({onlySelf: true, emitEvent: false}) :
                           this.enable({onlySelf: true, emitEvent: false});
    } else {
      (this as{value: any}).value = formState;
    }
  }
}

/**
 * Tracks the value and validity state of a group of `FormControl` instances.
 * A `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.
 *
 * A `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,
 * allowing you to create a form group with 2 controls:
 *
 * ```
 * const 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'
 * ```
 *
 * 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 at the group level, all child controls default to 'blur', unless the child has explicitly specified a different 'updateOn' value:
 *
 * ```
 * const form = new FormGroup({
 *   password: new FormControl('', Validators.minLength(2)),
 *   passwordConfirm: new FormControl('', Validators.minLength(2)),
 *   mismatch: new FormControl('', Validators.minLength(2)),
 * }, passwordMatchValidator);
 *
 * function passwordMatchValidator(g: FormGroup) {
 *    return g.get('password').value ===
 *      g.get('passwordConfirm').value
 *      ? null : {'mismatch': true};
 * }
 * ```
 *
 * The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to 'submit', all child controls default to 'submit', unless the child has explicitly specified a different 'updateOn' value:
 *
 * ```
 * const form = new FormGroup({
 *   one: new FormControl()
 * }, { updateOn: 'submit' });
 * ```
 *
addControl(name: string, control: AbstractControl): void {
  this.registerControl(name, control);
  this.updateValueAndValidity();
  this._onCollectionChange();
}

/**
 * Remove a control from this group.
 * @param name The control name to remove from the collection
 */
removeControl(name: string): void {
  if (this.controls[name])
    delete (this.controls[name])._registerOnCollectionChange(() => {});
  delete (this.controls[name]);
  this.updateValueAndValidity();
  this._onCollectionChange();
}

/**
 * Replace an existing control.
 * @param name The control name to replace in the collection
 * @param control Provides the control for the given name
 */
setControl(name: string, control: AbstractControl): void {
  if (this.controls[name])
    delete (this.controls[name])._registerOnCollectionChange(() => {});
  delete (this.controls[name]);
  if (control)
    this.registerControl(name, control);
  this.updateValueAndValidity();
  this._onCollectionChange();
}

/**
 * Check whether there is an enabled control with the given name in
 * the collection.
 * @param name The control name to check for existence in the group
 * @returns false for disabled controls. If you'd like to check for existence in the group only, use
 * @link AbstractControl#get get instead.
 */
contains(name: string): boolean {
  return this.controls.hasOwnProperty(name) && this.controls[name].enabled;
}

/**
 * Sets the value of the `FormGroup`. It accepts an object that matches
 * the structure of the group,
 * with control names as keys.
 * @param value The new value for the control that matches the structure of the group
 * @param options Configuration options that determine how the control propagates changes
 * and emits events after the value changes.
 */
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.
 * @param value The object that matches the structure of the group
 * @param options Configuration options that determine how the control propagates changes and
 * emits events after the value is patched.
 */
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 as marked 
 * `pristine` and `untouched`, and
 * the value of all descendants to null.
 * @returns true if all descendants are marked 
 * `pristine` and `untouched`, and the value of all descendants to null.
 */
reset(): boolean {
  this.updateValueAndValidity();
  forEach(name => {
    if (this.controls[name])
      this.controls[name].reset();
  });
  this._onCollectionChange();
}

/**
 * Reports false for disabled controls. If you'd like to check for existence in the group
 * only, use
 * @link AbstractControl#get get instead.
 */
contains(name: string): boolean {
  return this.controls.hasOwnProperty(name) && this.controls[name].enabled;
}

/**
 * Sets the value of the `FormGroup`. It accepts an object that matches
 * the structure of the group,
 * with control names as keys.
 * @param value The new value for the control that matches the structure of the group
 * @param options Configuration options that determine how the control propagates changes
 * and emits events after the value changes.
 */
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.
 * @param value The object that matches the structure of the group
 * @param options Configuration options that determine how the control propagates changes and
 * emits events after the value is patched.
 */
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 as marked 
 * `pristine` and `untouched`, and
 * the value of all descendants to null.
 * @returns true if all descendants are marked 
 * `pristine` and `untouched`, and the value of all descendants to null.
 */
reset(): boolean {
  this.updateValueAndValidity();
  forEach(name => {
    if (this.controls[name])
      this.controls[name].reset();
  });
  this._onCollectionChange();
}
is a standalone value or a form state object with both a value and a disabled
* status.

* @param value

Resets the control with an initial value,
* or an object that defines the initial value and disabled state.

* @param options Configuration options that determine how the control propagates changes

* and emits events when the group is reset.

* **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.

* The configuration options are passed to the `Form` constructor.

* `FormGroup` or `FormArray` instances.


```typescript
FormGroup or FormArray instances.


```
into an array. It calculates its status by reducing the status values of its children. For example, if one of the controls in a `FormArray` is invalid, the entire array becomes invalid.

* @usageNotes
  * ### Create an array of form controls
  * @param controls An array of child controls. Each child control is given an index in the array.

* @publicApi
*/
export class FormArray extends AbstractControl {
  /**
   * Creates a new `FormArray` instance.
   *
   * @param controls An array of child controls. Each child control is given an index where it is registered.
   * @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.
   */
  constructor(
      public controls: AbstractControl[],
      validatorOrOpts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null,
      asyncValidator?: AsyncValidatorFn|AsyncValidatorFn[]|null) {
    super(coerceToValidator(validatorOrOpts),
          coerceToAsyncValidator(asyncValidator, validatorOrOpts));
    this._initObservables();
    this._setUpdateStrategy(validatorOrOpts);
    this._setUpControls();
    this.updateValueAndValidity({onlySelf: true, emitEvent: false});
  }

  /**
   * Get the `AbstractControl` at the given index in the array.
   *
   * @param index Index in the array to retrieve the control
   */
  at(index: number): AbstractControl { return this.controls[index]; }

  /**
   * Insert a new `AbstractControl` at the end of the array.
   *
   * @param control Form control to be inserted
   */
  push(control: AbstractControl): void {
    this.controls.push(control);
    this._registerControl(control);
    this.updateValueAndValidity();
    this._onCollectionChange();
  }

  /**
   * Insert a new `AbstractControl` at the given index in the array.
   *
   * @param index Index in the array to insert the control
   * @param control Form control to replace the existing control
   */
  setControl(index: number, control: AbstractControl): void {
    if (this.controls[index]) this.controls[index]._registerOnCollectionChange(() => {});
    this.controls.splice(index, 1);

    if (control) {
      this.controls.splice(index, 0, control);
      this._registerControl(control);
    }

    this.updateValueAndValidity();
    this._onCollectionChange();
  }

  /**
   * Length of the control array.
   */
  get length(): number { return this.controls.length; }

  /**
   * Sets the value of the `FormArray` that doesn’t exist or if you exclude the value of a control.
   */
### Set the values for the controls in the form array
```typescript
const arr = new FormArray([new FormControl(), new FormControl()]);
console.log(arr.value); // [null, null]
arr.setValue(['Nancy', 'Drew']);
console.log(arr.value); // ['Nancy', 'Drew']
```

### Patch the values for controls in a form array
```typescript
const arr = new FormArray([new FormControl(), new FormControl()]);
arr.setValue(['Nancy', 'Drew']);
console.log(arr.value); // ['Nancy', 'Drew']
```

### Reset the values in a form array
```typescript
this.arr.reset(['name', 'last name']);
console.log(this.arr.value);  // ['name', 'last name']
console.log(this.arr.get(0).status);  // 'DISABLED'
```

### Update the value of the array
```typescript
this._forEachChild((control: AbstractControl, index: number) => {
  control.reset(value[index], {onlySelf: true, emitEvent: true});
});
this._updatePristine(options);this._updateTouched(options);this.updateValueAndValidity(options);
```

### The aggregate value of the array, including any disabled controls
```typescript
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.
```
/*\n  getRawValue(): any[] {
    return this.controls.map((control: AbstractControl) => {
      return control
        .instanceof FormControl
          ? control.value
          : (<any>control).getRawValue();
    });
  }

  /**
   * Remove all elements from a FormArray
   *
   * It's a simpler and more efficient alternative to removing all elements one by one:
   */
  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 child._syncPendingControls() ? true : updated;
    }, false);
    if (subtreeUpdated)
      this.updateValueAndValidity({onlySelf: true});
    return subtreeUpdated;
  }

  /** @internal */
  _throwIfControlMissing(index: number): void {
    if (!this.controls.length) {
      throw new Error(`
        There are no form controls registered with this array yet.  If you're using ngModel,
        you may want to check next tick (e.g. use setTimeout).`);
    }
    if (!this.at(index)) {
      throw new Error(`Cannot find form control at index ${index}.`);
    }
  }

  /** @internal */
  _setUpControls(): void {
    this._forEachChild((control: AbstractControl) => this._registerControl(control));
  }

  /** @internal */
  _anyControls(condition: Function): boolean {
    return this.controls.some((control: AbstractControl) => condition(control));
  }

  /** @internal */
  _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}.`);
      }
    });
  }

  /** @internal */
  _allControlsDisabled(): boolean {
    for (const control of this.controls) {
      if (control.enabled) return false;
    }
    return this.controls.length > 0 || this.disabled;
  }

  private _registerControl(control: AbstractControl) {
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
  }
*/

/**
 * @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 {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)
};

/**
 * @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.
 * To register
 * child controls with the form, use `NgModel` with a `name`
 * attribute. You may use `NgModelGroup` to create
 * sub-groups within the form.
 * In template driven forms, all `<form>` tags are automatically tagged as `NgForm`.
 * To import the

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 FormsModule' but skip its usage in some forms.

ngNoForm' and the `@usageNotes' 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
'reactiveForm' directive.

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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 would refrain from using the
'reactiveForm' directive.

The following example shows how to capture the form values from the `@submit` event.

```java
<form @submit> <!-- this ngModel will update on blur -->
  <input name="one" ngModel>
</form>
```

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 a 'FormModule' or
'ReactiveFormModule' 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.

The `FormGroup` instance created for this form.

The following example shows you how to change the 'updateOn' value for all child
'NgModels' below it unless explicitly set by a child 'NgModel' using 'ngModelOptions'). Defaults to
'change'. Possible values: 'change' | 'blur' | 'submit'.

Event emitter for the `@submit` event.

Tracks options for the 'NgForm' instance.

The directive instance.

The internal 'FormGroup' instance created for this form.

The directive instance.

The directive instance.

Returns a map of the controls in this group.

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 'NgModel' directive instance.

```

void | resolvedPromise.then() => {
  const container = this._findContainer(dir.path);
  (dir as [control:
    FormControl]).control =<FormControl>container.registerControl(dir.name, dir.control);
  setUpControl(dir.control, dir)dir.control.updateValueAndValidity((emitEvent: false);

this._directives.push(dir);
});
```

Retrieves the 'FormControl' instance from the provided
'NgModel' directive.

GetControl(dir: NgModel): FormControl { return <FormControl>this.form.get(dir.path);}

Removes the 'NgModel' instance from the internal list of directives.

removeControl(dir: NgModel): void |

`param` dir The 'NgModelGroup' directive instance.

Add a new

'NgModelGroup' directive instance to the form.
```typescript
*\naddFormGroup(dir: NgModelGroup): void {\n  resolvedPromise.then(() => {\n    const container = this._findContainer(dir.path);\n    const group = new FormGroup({});\n    setUpFormContainer(group, dir);\n    container.registerControl(dir.name, group);\n    group.updateValueAndValidity({emitEvent: false});\n  });\n}\n
removeFormGroup(dir: NgModelGroup): void {\n  resolvedPromise.then(() => {\n    const container = this._findContainer(dir.path);\n    const group = new FormGroup({});\n    setUpFormContainer(group, dir);\n    container.registerControl(dir.name, group);\n    group.updateValueAndValidity({emitEvent: false});\n  });\n}\n
getFormGroup(dir: NgModelGroup): FormGroup { return this.form.get(dir.path); }\n
removeFormGroup(dir: NgModelGroup): void {\n  resolvedPromise.then(() => {\n    const container = this._findContainer(dir.path);\n    if (container) {\n      container.removeControl(dir.name);\n    }\n  });\n}\n
getFormGroup(dir: NgModelGroup): FormGroup { return this.form.get(dir.path); }\n
updateModel(dir: NgControl, value: any): void {\n  resolvedPromise.then(() => {\n    const ctrl = this.form.get(dir.path);\n    ctrl.setValue(value);\n  });\n}\n
setValue(value: {[key: string]: any}): void { this.control.setValue(value); }\n
onSubmit($event: Event): boolean {\n  (this as {submitted: boolean}).submitted = true;\n  syncPendingControls(this.form, this._directives);\n  this.ngSubmit.emit($event);\n  return false;\n}\n
onReset(): void {\n  this.resetForm();\n}\n
resetForm(value: any = undefined): void {\n  this.form.reset(value);\n  (this as {submitted: boolean}).submitted = false;\n}\n```

---

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*/
```typescript
class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {
  ngOnInit(): void {
    this._checkParentType();
    this.formDirective.addFormGroup(this);\n  }\n  onDestroy(): void {\n    if (this.formDirective) {
      this.formDirective.removeFormGroup(this);\n    }\n  }\n  get control(): FormGroup { return this.formDirective.getFormGroup(this); }\n  get path(): string[] {\n    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);\n  }\n  get formDirective(): Form|null { return this._parent ? this._parent.formDirective : null; }\n  get _asyncValidators(): ValidatorFn[] {\n    return this.directives.map(d => composeAsyncValidators(d));\n  }\n  get _validators(): ValidatorFn|null { return composeValidators(this._validators); }\n}
```
async validators registered with this group.

```javascript
asyncValidator: AsyncValidatorFn|null { 
  return composeAsyncValidators(this._asyncValidators); }
}

/** @internal *
 * @checkParentType(): void {
 *   @license
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 */

import {FormErrorExamples as Examples} from './error_examples';

export class TemplateDrivenErrors {
  static modelParentException(): void {
    throw new Error(`
      ngModel cannot be used to register form controls with a parent formGroup directive.

      `);
  }

  static formGroupNameException(): void {
    throw new Error(`
      ngModel cannot be used to register form controls with a parent formGroupName or formArrayName
directive.
```
can be
* found in the LICENSE file at https://angular.io/license
*/

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 {NgForm} from './ng_form';
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)
};

/**
 * `ngModel` forces an additional change detection run when its inputs change:
 * E.g.:
 * ```
 * <div>{{myModel.valid}}</div>
 * <input [(ngModel)]="myValue" #myModel="ngModel">
 * ```
 * I.e. `ngModel` can export itself on the element and then be used in the template.
 * Normally, this would result in 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
 * - this is just one extra run no matter how many `ngModel` have been changed. 
 * - 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
 * `useExisting` forms are used and the directive is applied to it, the
 * directive also registers itself with the form as a child
 * This directive is used 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, it accepts a domain model as an optional `Input`.
 * This is just one extra run no matter how many `ngModel` have been changed. 
 * - is a general problem when using `exportAs` for directives!
 * - is just one extra run no matter how many `ngModel` have been changed. 
 * - is a general problem when using `exportAs` for directives!
 */
const resolvedPromise = (() => Promise.resolve(null))();

/**
 * @usageNotes
 * 
 * ### Using ngModel on a standalone control
 *
 * The following examples show a simple standalone control using
 * `ngModel`:
 *
 * ```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
 * 
 * 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.
 * 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.
 * The following example shows controls using `ngModel` within a 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.
 * The following example shows controls using `ngModel` within a 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.
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 * The following example shows controls using `ngModel` within a 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.
 * The following example shows controls using `ngModel` within a 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.
 * The following example shows controls using `ngModel` within a 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.
name @Input property serves a different purpose.

*\`ngModel\` ngModel ngModelOptions |\n*\`name\` |\n*\`user\`
)

form value: {user: ''}

```html
<!-- Example use of ngModel with form hooks -->

```
validators registered with this\n  * directive.\n  */
AsyncValidatorFn|null {\n  return composeAsyncValidators(this._rawAsyncValidators);\n}\n/**\n * @param new\n  * The new value emitted by `viewToModelUpdate(new\n  * value: any): void {\n  this.viewModel = newValue;\n  this.update.emit(newValue);\n}\n  */
private setUpControl(): void {\n  if (this.options & this.options.updateOn != null) {\n    this.control._updateOn = this.options.updateOn;\n  }\n}

private _isStandalone(): boolean {\n  return !this._parent || (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof AbstractFormGroupDirective))\n}

private _setUpStandalone(): void {\n  setUpControl(this.control, this);\n  this.control.updateValueAndValidity({emitEvent: false});\n}

private _checkForErrors(): void {\n  if (!this._isStandalone()) {\n    this._checkParentType();\n  }\n  this._checkName();\n}

private _checkParentType(): void {\n  if (!(this._parent instanceof NgModelGroup) &&
      (this._parent instanceof AbstractFormGroupDirective)) {\n    TemplateDrivenErrors.formGroupNameException();\n  } else if (!this._parent instanceof NgModelGroup) {\n    TemplateDrivenErrors.modelParentException();\n  }\n}

private _checkName(): void {\n  if (this.options && this.options.name) this.name = this.options.name;\n
  if (!this._isStandalone() && !this.name) {\n    TemplateDrivenErrors.missingNameException();\n  }\n}

private _updateValue(value: any): void {\n  resolvedPromise.then(() => {\n    this.control.setValue(value, {emitViewToModelChange: false});\n  });\n}

private _updateDisabled(changes: SimpleChanges) {\n  const disabledValue =\n      changes['isDisabled'].currentValue;

  const isDisabled =
      disabledValue === '' ||
      (disabledValue && disabledValue !== 'false');\n
  resolvedPromise.then(() => {\n    if (isDisabled && !this.control.disabled) {\n      this.control.disable();\n    } else if (!isDisabled && this.control.disabled) {\n      this.control.enable();\n    }\n  });\n}

/**
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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 {Directive, EventEmitter, Inject, InjectionToken, Input, OnChanges, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';
import {FormControl} from '../../model';
import {NgAsyncValidators, NgModel, NgValidatorFn, NgValidators, TemplateDrivenErrors} from '../../validators';
import {ControlValueAccessor, NG_ASYNC_VALIDATORS, NG_MODEL_WITH_FORM_CONTROL_WARNING, NG_VALUE_ACCESSOR} from '../control_value_accessor';
import {NgControl} from '../ng_control';
import {ReactiveErrors} from '../reactive_errors';
import {selectValueAccessor} from '../shared';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from '../validators';

/**
 * Token to provide to turn off the ngModel warning on formControl and
 * formControlName.
 */
export const NG_MODEL_WITH_FORM_CONTROL_WARNING =
    new InjectionToken('NgModelWithFormControlWarning');

export const formControlBinding: any = {
  provide:
      NgControl,
  useExisting: forwardRef(() => FormControlDirective)
};

/**
 * @description
 * * "\n * * ngModelChange\n * * 
 * * * viewToModelUpdate(new\n * * value: any): void {\n * * this.viewModel = newValue;\n * * this.update.emit(newValue);\n * * }
 * * * private setUpControl(): void {\n * * if (this.options & this.options.updateOn != null) {\n * * this.control._updateOn = this.options.updateOn;\n * * }
 * * private _isStandalone(): boolean {\n * * return !this._parent || !(this._parent instanceof NgModelGroup) &&
 * * !(this._parent instanceof AbstractFormGroupDirective)\n * * }
 * * private _setUpStandalone(): void {\n * * setUpControl(this.control, this);\n * * this.control.updateValueAndValidity({emitEvent: false});\n * * }
 * * private _checkForErrors(): void {\n * * if (!this._isStandalone()) {\n * * this._checkParentType();\n * * }\n * * this._checkName();\n * * }
 * * private _checkParentType(): void {\n * * if (!(this._parent instanceof NgModelGroup) &&
 * * (this._parent instanceof AbstractFormGroupDirective)) {\n * * TemplateDrivenErrors.formGroupNameException();\n * * } else if (!this._parent instanceof NgModelGroup) {\n * * TemplateDrivenErrors.modelParentException();\n * * }\n * *}
 * * private _checkName(): void {\n * * if (this.options && this.options.name) this.name = this.options.name;\n * * if (!this._isStandalone() && !this.name) {\n * * TemplateDrivenErrors.missingNameException();\n * * }\n * *}
 * * private _updateValue(value: any): void {\n * * resolvedPromise.then(() => {\n * * this.control.setValue(value, {emitViewToModelChange: false});\n * * });\n * *}
 * * private _updateDisabled(changes: SimpleChanges) {\n * * const disabledValue =\n * * changes['isDisabled'].currentValue;
 * * const isDisabled =
 * * disabledValue === '' ||
 * * (disabledValue && disabledValue !== 'false');\n * * resolvedPromise.then(() => {\n * * if (isDisabled && !this.control.disabled) {\n * * this.control.disable();\n * * } else if (!isDisabled && this.control.disabled) {\n * * this.control.enable();\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 {Directive} from '@angular/core';

/**
 * @description
 * *
 * * ngModelChange\n * * 
 * * * viewToModelUpdate(new\n * * value: any): void {\n * * this.viewModel = newValue;\n * * this.update.emit(newValue);\n * * }
 * * * private setUpControl(): void {\n * * if (this.options & this.options.updateOn != null) {\n * * this.control._updateOn = this.options.updateOn;\n * * }
 * * private _isStandalone(): boolean {\n * * return !this._parent || !(this._parent instanceof NgModelGroup) &&
 * * !(this._parent instanceof AbstractFormGroupDirective)\n * * }
 * * private _setUpStandalone(): void {\n * * setUpControl(this.control, this);\n * * this.control.updateValueAndValidity({emitEvent: false});\n * * }
 * * private _checkForErrors(): void {\n * * if (!this._isStandalone()) {\n * * this._checkParentType();\n * * }\n * * this._checkName();
 * * }
 * * private _checkParentType(): void {\n * * if (!(this._parent instanceof NgModelGroup) &&
 * * (this._parent instanceof AbstractFormGroupDirective)) {\n * * TemplateDrivenErrors.formGroupNameException();\n * * } else if (!this._parent instanceof NgModelGroup) {\n * * TemplateDrivenErrors.modelParentException();\n * * }\n * *}
 * * private _checkName(): void {\n * * if (this.options && this.options.name) this.name = this.options.name;\n * * if (!this._isStandalone() && !this.name) {\n * * TemplateDrivenErrors.missingNameException();\n * * }\n * *}
 * * private _updateValue(value: any): void {\n * * resolvedPromise.then(() => {\n * * this.control.setValue(value, {emitViewToModelChange: false});\n * * });\n * *}
 * * private _updateDisabled(changes: SimpleChanges) {\n * * const disabledValue =
 * * changes['isDisabled'].currentValue;
 * * const isDisabled =
 * * disabledValue === '' ||
 * * (disabledValue && disabledValue !== 'false');\n * * resolvedPromise.then(() => {\n * * if (isDisabled && !this.control.disabled) {\n * * this.control.disable();\n * * } else if (!isDisabled && this.control.disabled) {\n * * this.control.enable();\n * * }\n * * });\n * *}
 * */

/**
 * @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 {NgModule} from '@angular/core';
import {FormsModule, ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [FormsModule, ReactiveFormsModule],
  declarations: [
    FormControlDirective,
    NgNoValidate,
    NgModelWithFormControlWarning,
    \n  ],
  exports: [\n    FormControlDirective,
    NgNoValidate,
    NgModelWithFormControlWarning,
    \n  ]
})
export class MyModule {
}
standalone `FormControl` instance to a form control element.

```typescript
/**
 * @description
 * Internal reference to the view model value.
 */
viewModel: any;

/**
 * @description
 * Tracks the `FormControl` instance bound to the directive.
 */
form !: FormControl;

/**
 * @description
 * Triggers a warning that this input should not be used with
 * reactive forms directives (and get/set values using reactive forms patterns) on
 * switch over to template-driven directives.
 */
After (choice 1 - use reactive forms):

```html
<input [formControl]="control" [(ngModel)]="value">
```

```ts
this.value = 'some value';
```
internal use
 * only.
 * @param changes A object of key/value pairs for the set of
 changed inputs.
 */
ngOnChanges(changes: SimpleChanges): void {
  if (this._isControlChanged(changes)) {
    setUpControl(this.form, this);
    if (this.control.disabled &
        this.valueAccessor!.setDisabledState)
      this.valueAccessor!.setDisabledState(true);
    this.form.updateValueAndValidity({emitEvent: false});
  }
}

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.
* @description
  * Synchronous validator function composed of all the synchronous validators
  * registered with this directive.
* @description
  * Async validator
  function composed of all the async validators registered with this
  directive.
* @description
  * The `FormControl` bound to this directive.
* @description
  * Emits an event when the form submission has been
  triggered.
* @example
  * A object of key/value pairs for the set of
  changed inputs.
 */
ngOnChanges(changes: SimpleChanges): void {
  if (this._isControlChanged(changes)) {
    setUpControl(this.form, this);
    if (this.control.disabled &
        this.valueAccessor!.setDisabledState)
      this.valueAccessor!.setDisabledState(true);
    this.form.updateValueAndValidity({emitEvent: false});
  }
}
@Inject(NG_VALIDATORS) private _validators: any[],
  @Optional() @Self()
@Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[])
    {
      super();
    }

    /**
     * @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 {
      this._checkFormPresent();
      if (changes.hasOwnProperty('form')) {
        this._updateValidators();
        this._updateDomValue();
        this._updateRegistrations();
      }
    }

    /**
     * @description
     * Returns this directive's instance.
     */
    get form(): FormGroup
    {
      return this.form;
    }

    /**
     * @description
     * Returns an array representing the path to this group. Because this
     */
    get path(): string[]
    {
      return []; // always lives at the top level of a form, it always an empty array.
    }
FormControl}).control = newCtrl;\n
}\n });\n\n this.form._updateTreeValidity({emitEvent: false});\n }\n\n
private _updateRegistrations() {\n this.form._registerOnCollectionChange(() => this._updateDomValue());\n if
(this._oldForm) this._oldForm._registerOnCollectionChange(() => {});\n this._oldForm = this.form;\n }\n\n
private _updateValidators() {\n const sync = composeValidators(this._validators);\n this.form.validator =
Validators.compose([this.form.validator !, sync !]);\n\n const async =
composeAsyncValidators(this._asyncValidators);\n this.form.asyncValidator =
Validators.composeAsync([this.form.asyncValidator !, async !]);\n }\n\n private _checkFormPresent() {\n if
(!this.form) {\n
ReactiveErrors.missingFormException();\n }\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, Host, Inject, Input, OnDestroy,
OnInit, Optional, Self, SkipSelf, forwardRef} from '@angular/core';\n\nimport {FormArray} from
'../../model';\nimport {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../../validators';\nimport
{AbstractFormGroupDirective} from '../abstract_form_group_directive';\nimport {ControlContainer} from
'../control_container';\nimport {ReactiveErrors} from '../reactive_errors';\nimport {composeAsyncValidators,
composeValidators, controlPath} from '../shared';\nimport {AsyncValidatorFn, ValidatorFn} from
'../validators';\n\nimport {FormGroupDirective} from './form_group_directive';\n\nexport const
formGroupNameProvider: any = {\n provide: ControlContainer,\n useExisting: forwardRef(() =>
FormGroupName)\n};\n\n/**\n * @description\n *\n * Syncs a nested `FormGroup` to a DOM element.\n *\n *
This directive can only be used with a parent `FormGroupDirective`.\n *\n * It accepts the string name of the nested
`FormGroup` to link, and\n * looks for a `FormGroup` registered with that name in the parent\n * `FormGroup`
instance you passed into `FormGroupDirective`.\n *\n * Use nested form groups to validate a sub-group of a\n *
form separately from the rest or to group the values of certain\n * controls into their own nested object.\n *\n * @see
[Reactive Forms Guide](guide/reactive-forms)\n *\n * @usageNotes\n *\n * ### Access the group by name\n *\n *
The following example uses the {@link AbstractControl#get get} method to access the\n * associated
`FormGroup`\n *\n * ```ts\n * this.form.get('name');\n * ```\n *\n * ### Access individual controls in the group\n
*\n * The following example uses the {@link AbstractControl#get get} method to access\n * individual controls
within the group using dot syntax.\n *\n * ```ts\n * this.form.get('name.first');\n * ```\n *\n * ### Register a nested
`FormGroup`.\n *\n * The following example registers a nested *name* `FormGroup` within an existing
`FormGroup`,\n * and provides methods to retrieve the nested `FormGroup` and individual controls.\n *\n *
{@example forms/ts/nestedFormGroup/nested_form_group_example.ts region='Component'}\n *\n * @ngModule
ReactiveFormsModule\n * @publicApi\n */\n@Directive({selector: '[formGroupName]', providers:
[formGroupNameProvider]})\nexport class FormGroupName extends AbstractFormGroupDirective implements
OnInit, OnDestroy {\n /**\n * @description\n * Tracks the name of the `FormGroup` bound to the directive. The
name corresponds\n * to a key in the parent `FormGroup` or `FormArray`.\n * Accepts a name as a string or a
number.\n * The name in the form of a string is useful for individual forms,\n * while the numerical form allows
for form groups to be bound\n * to indices when iterating over groups in a `FormArray`.\n */\n //
TODO(issue/24571): remove '!'.\n @Input('formGroupName') name !: string | number | null;\n\n constructor(\n
@Optional() @Host() @SkipSelf() parent: ControlContainer,\n
@Optional() @Self()
@Inject(NG_VALIDATORS) validators: any[],\n
@Optional() @Self() @Inject(NG_ASYNC_VALIDATORS)
asyncValidators: any[]) {\n super();\n this._parent = parent;\n this._validators = validators;\n
this._asyncValidators = asyncValidators;\n }\n\n /** @internal */\n _checkParentType(): void {\n if
(_hasInvalidParent(this._parent)) {\n
ReactiveErrors.groupParentException();\n }\n }\n}\n\nexport const
formArrayNameProvider: any = {\n provide: ControlContainer,\n useExisting: forwardRef(() =>
FormArrayName)\n};\n\n/**\n * @description\n *\n * Syncs a nested `FormArray` to a DOM element.\n *\n * This
directive is designed to be used with a parent `FormGroupDirective` (selector:\n * `[formGroup]`).\n *\n * It accepts
the string name of the nested `FormArray` you want to link, and\n * will look for a `FormArray` registered with that
name in the parent\n * `FormGroup` instance you passed into `FormGroupDirective`.\n *\n * @see [Reactive Forms
Guide](guide/reactive-forms)\n * @see `AbstractControl`\n *\n * @usageNotes\n *\n * ### Example\n *\n *

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controls within a form group and set their value. To see `formControlName` examples with different form control types, see:

```typescript
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 `FormControl` instance bound to the directive.
   */
  // TODO(issue/24571): remove '!'.
  readonly 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`.
   * 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`.
   */
  // TODO(issue/24571): remove '!'.
  @Input('formControlName') name !: string | number | null;

  /**
   * @description
   * 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();

  /**
   * @description
   * Static property used to track whether any ngModel warnings have been sent across all instances of FormControlName. Used to support warning config of \`\` once\`\`.
   */
  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\`\``.
   */
  _ngModelWarningSent = false;

  constructor(
      @Optional() @Host() @SkipSelf() parent: ControlContainer, 
      @Optional() @Self() 
      @Inject(NG_VALIDATORS) validators: Array<Validator|ValidatorFn>,
      @Optional() @Self() 
      @Optional() @Host() @SkipSelf() parent: ControlContainer,
      @Optional() @Self() 
      @Inject(NG_VALIDATORS) validators: Array<Validator|ValidatorFn>) {
            
```
asyncValidators: Array<AsyncValidator|AsyncValidatorFn>,

valueAccessors: ControlValueAccessor[],

@Optional() @Self() @Inject(NG_VALUE_ACCESSOR) valueAccessors: ControlValueAccessor[],

private _ngModelWarningConfig: string=null, this._rawValidators = validators || [],

this._rawAsyncValidators = asyncValidators || [],

validate(control: AbstractControl): ValidationErrors|null {

  return composeValidators(this._rawValidators);

  asyncValidator: AsyncValidatorFn

  validate(control: AbstractControl): ValidationErrors|null {

    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();

    }

    (this as {control: FormControl}).control =

    this.formDirective.addControl(this);

    if (this.control.disabled && this.valueAccessor!.setDisabledState) {

      this.valueAccessor!.setDisabledState !(true);

    }

    this._added = true;

  }

  /**
   * A lifecycle method called when the directive's inputs change. For internal use only.
   */

  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);

    }

  }

  /**
   * Synchronous validator function composed of all the synchronous validators
   * registered with this directive.
   */

  get validator(): ValidatorFn|null {

      return composeValidators(this._rawValidators);

  }

  /**
   * Async validator function composed of all the async validators registered with this
   * directive.
   */

  get asyncValidator(): AsyncValidatorFn {

      return composeAsyncValidators(this._rawAsyncValidators)!

  }


```
by classes that perform asynchronous validation.

```typescript
@Directive({
  selector: '[customAsyncValidator]',
  providers: [{
    provide: NG_ASYNC_VALIDATORS,
    useExisting: CustomAsyncValidatorDirective,
    multi: true
  }]
})
export class CustomAsyncValidatorDirective {
  validate(control: AbstractControl): Observable<ValidationErrors|null> {
    return observableOf({'custom': true});
  }
}
```

@Directive({
  selector: '[required]',
  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;

  /**
   * @description
   * 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();
  }

  /**
   * @description
   * 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;
  }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }
}
```

```typescript
@Directive({
  selector: '[checkboxRequired]',
  providers: [CHECKBOX_REQUIRED_VALIDATOR],
  host: {'[attr.required]': 'required ? "" : null'}
})
export class CheckboxRequiredValidator extends RequiredValidator {
  /**
   * @description
   * Method that validates whether or not the checkbox has been checked.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._required ? Validators.requiredTrue(control) : null;
  }
}
```

```typescript
@Directive({
  selector: '[email]',
  providers: [EMAIL_VALIDATOR],
  host: {'[attr.required]': 'required ? "" : null'}
})
export class EmailValidator {
  /**
   * @description
   * Method that validates the email input.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._required ? Validators.email(control) : null;
  }
}
```

```typescript
export const NG_ASYNC_VALIDATORS: StaticProvider = {
  provide: NG_ASYNC_VALIDATORS,
  useExisting: CustomAsyncValidatorDirective,
  multi: true
};
```

```typescript
export const REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting: RequiredValidator,
  multi: true
};
```

```typescript
export const CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting: CheckboxRequiredValidator,
  multi: true
};
```

```typescript
export const EMAIL_VALIDATOR: StaticProvider = {
  provide: NG_VALIDATORS,
  useExisting: EmailValidator,
  multi: true
};
```

```typescript
export const NG_MODULE: StaticProvider = {
  provide: NG_MODULE,
  useExisting: NgModule,
  multi: true
};
```
directive that adds the `email` validator to controls marked with the `email` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.

```typescript
@Directive({
  selector: '
    \[
      email
    \]
    \[
      formControlName, formControl, ngModel
    \]',
  providers:
    [EMAIL_VALIDATOR],
  host: {'\[
    attr.email
  \]': 'email ? email : null'}
})
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.
   * A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }
}
```

```typescript
/**
 * Provides `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const MIN_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MinLengthValidator),
  multi: true
};

/**
 * Validates whether the value meets a minimum length requirement.
 * Returns the validation result if enabled, otherwise null.
 */
validate(control: AbstractControl): ValidationErrors | null {
  return this._enabled ? Validators.minLength(control) : null;
}
```

```typescript
/**
 * Registers a callback function to call when the validator inputs change.
 * A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.
 */
registerOnValidatorChange(fn: () => void): void {
  this._onChange = fn;
}
```

```typescript
/**
 * Validates whether the value meets a minimum length requirement.
 * Returns the validation result if enabled, otherwise null.
 */
validate(control: AbstractControl): ValidationErrors | null {
  return this._enabled ? Validators.minLength(control) : null;
}
```

```typescript
/**
 * Adds minimum length validation to controls marked with the `minlength` attribute.
 * The directive is provided with the `NG_VALIDATORS` multi-provider list.
 */
export const MIN_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MinLengthValidator),
  multi: true
};
```

```typescript
/**
 * Validates whether the value meets a minimum length requirement.
 * Returns the validation result if enabled, otherwise null.
 */
validate(control: AbstractControl): ValidationErrors | null {
  return this._enabled ? Validators.minLength(control) : null;
}
```
MAX_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MaxLengthValidator),
  multi: true
};

MaxLengthValidator = 

/**
 * 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)
 * @param controls
 * @param input
 * @param max

 * Example:
 * ```html
 * <input name="firstName" maxlength="25">
 * ```
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: '[maxlength][formControlName],[maxlength][formControl],[maxlength][ngModel]',
  providers: [MAX_LENGTH_VALIDATOR],
  host: {'[attr.maxlength]': 'maxlength ? maxlength : null'}
})
export class MaxLengthValidator implements Validator, OnChanges {

  onChanges(): void {
    // Remove or update the validator
  }
}

/**
 * A lifecycle method called when the directive's inputs change. For internal use only.
 * @param changes
 */
ngOnChanges(changes: SimpleChanges): void {
  if (changes.maxlength) {
    this._createValidator();
    if (this._onChange) this._onChange();
  }
}

/**
 * Method that validates whether the value exceeds the maximum length requirement.
 * @param control
 * @param control
 */
validate(control: AbstractControl): ValidationErrors | null {
  return this.maxlength
}

/**
 * Registers a callback function to call when the validator inputs change.
 * @param fn
 */
registerOnValidatorChange(fn: () => void): void {
  this._onChange = fn;
}

private _createValidator(): void {
  this._validator = Validators.maxLength(this.maxlength);
}

PATTERN_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => PatternValidator),
  multi: true
};

/**
 * A directive that adds regex pattern validation to controls marked with the `pattern` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
 * @see [Form Validation](guide/form-validation)
 * @param controls
 * @param input
 * @param pattern

 * Example:
 * ```html
 * <input name="firstName" pattern="^[a-zA-Z ]*$">
 * ```
 *
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',
  providers: [PATTERN_VALIDATOR],
  host: {'[attr.pattern]': 'pattern ? pattern : null'}
})
export class PatternValidator implements Validator, OnChanges {

  onChanges(): void {
    // Remove or update the validator
  }
}

/**
 * A lifecycle method called when the directive's inputs change. For internal use only.
 * @param changes
 */
ngOnChanges(changes: SimpleChanges): void {
  if (changes.pattern) {
    this._createValidator();
    if (this._onChange) this._onChange();
  }
}

/**
 * Method that validates whether the value matches the pattern requirement.
 * @param control
 * @param control
 */
validate(control: AbstractControl): ValidationErrors | null {
  return this.pattern
}

/**
 * Registers a callback function to call when the validator inputs change.
 * @param fn
 */
registerOnValidatorChange(fn: () => void): void {
  this._onChange = fn;
}

private _createValidator(): void {
  this._validator = Validators.pattern(this.pattern);
}

// The following example shows how to add a pattern validator to an input attached to an
// ngModel binding.

// Example:
// ```html
// <input name="firstName" ngModel pattern="^[a-zA-Z ]*$">
// ```

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

import {
  CheckboxControlValueAccessor
} from './directives/checkbox_value_accessor';
import {DefaultValueAccessor} from 'ng2-bootstrap/ng2-bootstrap';

@NgModule({
  imports: [
    // Other imports
  ],
  declarations: [
    // Other declarations
    CheckboxControlValueAccessor
  ],
  providers: [
    // Other providers
  ]
})
export class MyModule {
  // Other classes
}
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;
}

export function isAbstractControl(control: any): control is AbstractControl {
  return isAbstractControlOptions(<AbstractControlOptions>control);
}

export function isAbstractControlArray(control: any[]): control[] is AbstractControlArray {
  return control.every(isAbstractControl);
}

export function isRequiredValidator(validator: any): validator is RequiredValidator {
  return validator === RequiredValidator;
}

export function isEmailValidator(validator: any): validator is EmailValidator {
  return validator === EmailValidator;
}

export function isMaxLengthValidator(validator: any): validator is MaxLengthValidator {
  return validator === MaxLengthValidator;
}

export function isMinLengthValidator(validator: any): validator is MinLengthValidator {
  return validator === MinLengthValidator;
}

export function isPatternValidator(validator: any): validator is PatternValidator {
  return validator === PatternValidator;
}

export function isCheckboxRequiredValidator(validator: any): validator is CheckboxRequiredValidator {
  return validator === CheckboxRequiredValidator;
}

export function isAbstractControlValueAccessor(control: any): control is AbstractControlValueAccessor {
  return control instanceof AbstractControlValueAccessor;
}

export function isCheckboxControlValueAccessor(control: any): control is CheckboxControlValueAccessor {
  return control instanceof CheckboxControlValueAccessor;
}

export function isSelectControlValueAccessor(control: any): control is SelectControlValueAccessor {
  return control instanceof SelectControlValueAccessor;
}

export function isSelectMultipleControlValueAccessor(control: any): control is SelectMultipleControlValueAccessor {
  return control instanceof SelectMultipleControlValueAccessor;
}

export function isRadioControlValueAccessor(control: any): control is RadioControlValueAccessor {
  return control instanceof RadioControlValueAccessor;
}

export function isNumberValueAccessor(control: any): control is NumberValueAccessor {
  return control instanceof NumberValueAccessor;
}

export function isRangeValueAccessor(control: any): control is RangeValueAccessor {
  return control instanceof RangeValueAccessor;
}

export function isDefaultValueAccessor(control: any): control is DefaultValueAccessor {
  return control instanceofDefaultValueAccessor;
}

export function isFormControlValueAccessor(control: any): control is FormControlValueAccessor {
  return control instanceof FormControlValueAccessor;
}

export function isFormGroupValueAccessor(control: any): control is FormGroupValueAccessor {
  return control instanceof FormGroupValueAccessor;
}

export function isFormArrayValueAccessor(control: any): control is FormArrayValueAccessor {
  return control instanceof FormArrayValueAccessor;
}

export function isNgControlOptions(control: any): control is NgControlOptions {
  return control instanceof NgControlOptions;
}

export function isControlValueAccessor(control: any): control is ControlValueAccessor {
  return control instanceof ControlValueAccessor;
}

export function isFormValueAccessor(control: any): control is FormValueAccessor {
  return control instanceof FormValueAccessor;
}

export function isNgModelGroupValueAccessor(control: any): control is NgModelGroupValueAccessor {
  return control instanceof NgModelGroupValueAccessor;
}

export function isNgFormValueAccessor(control: any): control is NgFormValueAccessor {
  return control instanceof NgFormValueAccessor;
}

export function isNgControlStatusGroupValueAccessor(control: any): control is NgControlStatusGroupValueAccessor {
  return control instanceof NgControlStatusGroupValueAccessor;
}

export function isNgControlValueAccessor(control: any): control is NgControlValueAccessor {
  return control instanceof NgControlValueAccessor;
}

export function isNgFormValueAccessor(control: any): control is NgFormValueAccessor {
  return control instanceof NgFormValueAccessor;
}

export function isNgModelValueAccessor(control: any): control is NgModelValueAccessor {
  return control instanceof NgModelValueAccessor;
}

export function isNgModelGroupValueAccessor(control: any): control is NgModelGroupValueAccessor {
  return control instanceof NgModelGroupValueAccessor;
}

export function isNgControlStatusGroupValueAccessor(control: any): control is NgControlStatusGroupValueAccessor {
  return control instanceof NgControlStatusGroupValueAccessor;
}

export function isNgControlValueAccessor(control: any): control is NgControlValueAccessor {
  return control instanceof NgControlValueAccessor;
}

export function isNgFormValueAccessor(control: any): control is NgFormValueAccessor {
  return control instanceof NgFormValueAccessor;
}

export function isNgModelValueAccessor(control: any): control is NgModelValueAccessor {
  return control instanceof NgModelValueAccess
controlConfig: ```
    } else if (Array.isArray(controlConfig)) {
      const value = controlConfig[0];
      const validator: ValidatorFn = controlConfig[1] ;
      const asyncValidator: AsyncValidatorFn = controlConfig[2] ;
      } else { return this.control(value, validator, asyncValidator); }
    }
  }
}

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 */

/**
 * @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');

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 */

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';

/**
 * Exports the required providers and directives for template-driven forms.
 * making them available for import by NgModules that import this 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.
 */
  static withConfig(opts: {
    /** @deprecated as of v6 */
    warnOnNgModelWithFormControl: 'never' | 'once' | 'always'
  }): ModuleWithProviders<ReactiveFormsModule> {
    return {
      ngModule: ReactiveFormsModule,
      providers: [{
        provide: NG_MODEL_WITH_FORM_CONTROL_WARNING,
        useValue: opts.warnOnNgModelWithFormControl
      }
    };
  }
}

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 */

/**
 * @module
 * @description
 * This module is used for handling user input, by defining and building a
 * `FormGroup` that consists of `FormControl` objects, and mapping them onto the DOM. `FormControl`
 * objects can then be used to read information from the form DOM elements.
 * Forms providers are not included in default providers; you must import these providers
 * explicitly.
 */

export {ɵInternalFormsSharedModule} from './directives';
export {AbstractControlDirective} from './directives/abstract_control_directive';
export {AbstractFormGroupDirective} from './directives/abstract_form_group_directive';
export {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';
export {ControlValueAccessor, NG_VALUE_ACCESSOR} from './directives/control_value_accessor';
export {COMPOSITION_BUFFER_MODE, DefaultValueAccessor} from './directives/default_value_accessor';
export {Form} from './directives/form_interface';
export {NgControl} from './directives/ng_control';
export {NgControlStatus, NgControlStatusGroup} from './directives/ng_control_status';
export {NgModel} from './directives/ng_model';
export {NgModelGroup} from './directives/ng_model_group';
export {ɵNgNoValidate} from './directives/ng_no_validate_directive';
export {NumberValueAccessor} from './directives/number_value_accessor';
export {RadioControlValueAccessor} from './directives/radio_control_value_accessor';
export {RangeValueAccessor} from './directives/range_value_accessor';
export {FormControlDirective} from
Open Source Used In MSX SD-Access Service Pack 3.9.0
AAD,kBAAC;KADD,IAACC;IAED;........;AACa;QAAA;SAoBC;gCApBY,mBAAmB;........;QASvB,8BAAU,GAAjB,UAAkB,1AEjB;YACC,0AAO;gBACL,QAQQ,EAAE,qBAAmB,gBAC7B,SAAS,EAAE,CAAC;wBACV,OAAO,EAAE,kCAAkC;wBAC3C,QAAQ,EAAE,IAAI,CAAC,4BAA4B,qBAC5C,CAAC,aACH,CAAC;SACH;,QAnBU,mBAAmB,YAL/BF,aAAQ,CAAC;gBACR,YAAk,EAAE,CAAC,0BAAA0B,CAAC;gBAC1C,SAAS,EAAE,CAAC,WA4W,EAAE,0BAAsB,CAAC;gBAC9C,0AAO,EAAE,CAAC,0BAAYB,EAAE,0BAAOB,CAAC,aACJe,CAAC,WACW,mBAAmB,CAoB/B;QAAD,0BAAC;KApBD;JC5CA;.......;OAMG;:ICNH;.......;AAQA,JAOA,0EAA0E;:JCF1E;.......;OAMG;:ICNH;:OAEG;:--------------------------------------------------------:"}

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* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/bundles/forms.umd.js.map
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* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/bundles/forms.umd.min.js
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  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/ng_no_validate_directive.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/ng_control.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/abstract_control_directive.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/reactive_directives/form_control_directive.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/select_multiple_control_value_accessor.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/control_container.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/index.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/template_driven_errors.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/range_value_accessor.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/ng_control.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/form_builder.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/error_examples.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/ng_model.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/index.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/control_value_accessor.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/template_driven_errors.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/reactive_directives/form_group_name.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/public_api.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/radio_control_value_accessor.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/normalize_validator.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm5/src/directives/reactive_directives/form_group_directive.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives.js
  * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/esm2015/src/directives/radio_control_value_accessor.js
1.551 libidn 2.0.5-1+deb10u1

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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/FunctionUnregistrationEvent.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/test/FunctionalTestContextLoader.java
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1.559 brave-instrumentation-kafka-clients

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

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
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org.apache.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
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org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpClientRequest.java
* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpTracingCustomizer.java
* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpServerParser.java
* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpServerAdapter.java
* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpClientAdapter.java
* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpServerHandler.java
* /opt/ws_local/permits_sql/1028331597_1588775690.41/0/brave-instrumentation-http-5-9-0-sources-jar/brave/http/HttpParser.java

1.573 libpng 1.6.36 6

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If such an object file uses only numerical parameters, data
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Otherwise, if the work is a derivative of the Library, you may
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# How to
```
javascript
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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1.581 tslib 1.13.0

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1.584 spring-cloud-stream 3.0.0

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1.585 vdom-virtualize 2.0.0

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1.586 miller-rabin 4.0.1
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1.589 spring-expression 5.2.3

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