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* Interfaces for collecting metrics and publishing them to observers.
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* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/jmx/OrderedObjectNameMapper.java
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-jar/com/netflix/servo/monitor/DurationTimer.java
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 * Primary interfaces for metrics.
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> *
> * Subinterfaces and implementations for {@link com.netflix.servo.monitor.Monitor}.
> *
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> */

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 * *
 * Annotations to easily expose metrics from a class.
 * *
 * Annotations to easily expose metrics from a class.
 * *
 * Annotations to easily expose metrics from a class.
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* the License.
*/

Found in path(s):
* /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
No license file was found, but licenses were detected in source scan.

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 * <p/>
 * Monitor registry and helper classes to expose monitored attributes to
 * JMX.
 * <p/>
 * Monitor registry and helper classes to expose monitored attributes to
 * JMX.
 * <p/>
 * Monitor registry and helper classes to expose monitored attributes to
 * JMX.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018334783_1594188426.05/0/servo-core-0-12-21-sources-
  jar/com/netflix/servo/jmx/package-info.java
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* Code related to Tagging objects with metadata.

* Code related to Tagging objects with metadata.

* Code related to Tagging objects with metadata.

*/

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

1.10 jetty-servlets 9.4.26.v20200117

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

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

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

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

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

-----

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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OW2

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

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
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### 1.12 audit 2.8.4 3

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1.21 cdebconf 0.249

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1.22 spring-boot-starter-cache 2.2.4

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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/retry/AbstractRetry.java
* /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
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* /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/function/Predicate7.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
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* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoAverageDouble.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoFromFluxOperator.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumLong.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/cache/CacheFlux.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/math/MonoSumFloat.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/scheduler/clock/SchedulerClock.java
* /opt/ws_local/PERMITS_SQL/1033178653_1591205810.04/0/reactor-extra-3-3-2-release-sources-jar/reactor/function/Consumer7.java
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1.24 selinux 2.8-1+b1

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(in case you are wondering where CyberLogin is, EON changed its login
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for the nxt2002 frontend driver

Jean-Francois Thibert <jeanfrancois@sagetv.com>
for the nxt2004 frontend driver

Kirk Lapray <kirk.lapray@gmail.com>
for the or51211 and or51132 frontend drivers, and
for merging the nxt2002 and nxt2004 modules into a
single nxt200x frontend driver.

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#ifndef __LICENSE_H
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static inline int license_is_gpl_compatible(const char *license)
{
    return (strcmp(license, "GPL") == 0
           || strcmp(license, "GPL v2") == 0
           || strcmp(license, "GPL and additional rights") == 0
           || strcmp(license, "Dual BSD/GPL") == 0
           || strcmp(license, "Dual MIT/GPL") == 0
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}

#endif
```

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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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* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/actuate/autoconfigure/endpoint/web/MappingWebEndpointPathMapper.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-
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sources-jar/org/springframework/boot/actuate/autoconfigure/security/servlet/package-info.java

* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2.0/spring-boot-actuator-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/actuate/autoconfigure/health/HealthIndicatorAutoConfiguration.java

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/services-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/elastic/ElasticProperties.java

/sources-jar/org/springframework/boot/actuate/autoconfigure/cloudfoundry/servlet/CloudFoundrySecurityInterceptor.java

/sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/AutoTimeProperties.java

/sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/web/jetty/package-info.java

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/sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/wavefront/WavefrontProperties.java

/sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/simple/SimplePropertiesConfigAdapter.java

/sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/prometheus/PrometheusProperties.java

/sources-jar/org/springframework/boot/actuate/autoconfigure/mongo/MongoHealthContributorAutoConfiguration.java

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/sources-jar/org/springframework/boot/actuate/autoconfigure/security/servlet/EndpointRequest.java

/services-jar/org/springframework/boot/actuate/autoconfigure/cloudfoundry/servlet/CloudFoundryWebEndpointServletHandlerMapping.java

/services-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/wavefront/WavefrontProperties.java

/services-jar/org/springframework/boot/actuate/autoconfigure/metrics/metricsAutoConfigurationAutoConfiguredHealthEndpointGroups.java

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sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/graphite/GraphitePropertiesConfigAdapter.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/MeterValue.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/actuate/autoconfigure/web/ManagementContextConfiguration.java
* /opt/ws_local/PERMITS_SQL/1031928377_1588775188.2/0/spring-boot-actuator-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/actuate/autoconfigure/metrics/export/jmx/OnlyOnceLoggingDenyMeterFilter.java

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1.38 p11-kit 0.23.15 2

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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/catalog/FunctionRegistrationEvent.java
* /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/InMemoryFunctionCatalog.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/FunctionalSpringApplication.java

1.40 jffi 1.2.16

1.41 jnr-ffi 2.1.7

1.42 public-encrypt 4.0.3

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<signature of Ty Coon>, 1 April 1989
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1.47 jetty 9.4.26.v20200117

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

-----
Oracle OpenJDK

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* java.sun.security.ssl

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

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

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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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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Version 3, 29 June 2007

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#*TITLE: List of code with permissive licenses as used by GnuPG.
#*STARTUP: showall

* DNS resolver (dirmngr/dns.c)
dns.c - Recursive, Reentrant DNS Resolver.

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.51 jul-to-slf4j 1.7.30
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jar/org/springframework/data/cassandra/core/cql/converter/AbstractResultSetToBasicFixedTypeConverter.java
jar/org/springframework/data/cassandra/core/cql/session/lookup/BeanFactorySessionFactoryLookup.java
jar/org/springframework/data/cassandra/core/mapping/UnsupportedCassandraOperationException.java
jar/org/springframework/data/cassandra/core/cql/session/lookup/SessionFactoryLookupFailureException.java
jar/org/springframework/data/cassandra/core/cq...opException.java
jar/org/springframework/data/cassandra/core/cql/session/DefaultBridgedReactiveSession.java
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jar/org/springframework/data/cassandra/core/cql/converter/ResultSetToBigDecimalConverter.java
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jar/org/springframework/data/cassandra/core/cql/PreparedStatementBinder.java
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1.54 socket.io-client 2.2.0

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1.56 json-path 2.4.0

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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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**Oracle OpenJDK**

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* java.sun.security.ssl

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

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

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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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Source Package: xorg
Debian/Ubuntu package authors: Branden Robinson, Fabio M. Di Nitto, Daniel Stone and others

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1.65 mawk 1.3.3-17+b3

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* /opt/ws_local/PERMITS_SQL/1028331608_1591207329.47/0/spring-cloud-openfeign-core-2-2-0-release-sources-1.jar/org/springframework/cloud/openfeign/Targeter.java
* /opt/ws_local/PERMITS_SQL/1028331608_1591207329.47/0/spring-cloud-openfeign-core-2-2-0-release-sources-1.jar/org/springframework/cloud/openfeign/annotation/PathVariableParameterProcessor.java
* /opt/ws_local/PERMITS_SQL/1028331608_1591207329.47/0/spring-cloud-openfeign-core-2-2-0-release-sources-1.jar/org/springframework/cloud/openfeign/FeignFormatterRegistrar.java
1.68 is-object 1.0.1

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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/support/DefaultMvcResult.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/mock/web/DelegatingServletInputStream.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/support/DefaultBootstrapContext.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/servlet/ResultActions.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/servlet/TestDispatcherServlet.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/mock/web/MockServletConfig.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/servlet/result/PrintingResultHandler.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/support/DirtyContextBeforeModesTestExecutionListener.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/mock/web/MockBodyContent.java
* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/web/reactive/server/AbstractMockServerSpec.java

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* /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources.jar/org/springframework/test/context/junit4/statements/RunAfterTestClassCallbacks.java
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 * /opt/ws_local/PERMITS_SQL/1033212718_1591432933.35/0/spring-test-5-2-3-release-sources-jar/org/springframework/test/context/junit4/statements/ProfileValueChecker.java
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/**
* Kotlin compliant `WebTestClient.BodySpec` for expectations on the response body decoded
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* @since 5.0.6
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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

OW2

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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```
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```

1.77 animate 3.5.1

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#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`
   - `fadeOut`
   - `fadeOutDown`
   - `fadeOutDownBig`
   - `fadeOutLeft`
   - `fadeOutRight`
   - `fadeOutUp`
   - `fadeOutLeftBig`
   - `fadeOutRightBig`
   - `fadeOutUpBig`
* `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
$('#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 attention seekers, simply edit the `animate-config.json` file to select only the animations you want to use.

```javascript
"attention_seekers": {
  "bounce": true,
  "flash": false,
  "pulse": false,
  "shake": true,
  "headShake": true,
  "swing": true,
  "tada": true,
  "wobble": true,
  "jello": true
}
```

## License

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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.
1.78 inherits 2.0.3

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1.79 brave-instrumentation-kafka-streams

5.9.0

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1.81 spring-security-core 5.2.1

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1.82 mapstruct 1.2.0

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* java.sun.security.ssl

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org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-jsp-api
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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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src/arc4random_openbsd.h
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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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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

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.94 bash 5.0 4

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1.96 opensaml-java 2.6.6

1.97 angular-google-maps 2.3.2

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

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Apache

The following artifacts are ASL2 licensed.

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

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MortBay

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted
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1.104 wtf-8 1.0.0

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1.106 zstd-jni 1.4.0 1

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1.107 libx11 1.6.7 1

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* Author: Jim Fulton, MIT The Open Group

* Xlib Extension-Writing Utilities

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1.125 d3-tip 0.6.8

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1.126 brave-instrumentation-messaging 5.9.0

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1.127 aspectj-tools 1.9.2

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core/src/main/java/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/observers/package-info.java
* /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
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/observers/AssertableSubscriberObservable.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/SingleSubscriber.java
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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/functions/Func3.java
jar/rx/internal/util/atomic/SpscUnboundedAtomicArrayQueue.java
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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.

Found in path(s):
* /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/CompletableEmitter.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/CompletableFromEmitter.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/CompletableSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/SingleEmitter.java

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 * Inspired from https://code.google.com/p/guava-libraries/source/browse/guava/src/com/google/common/annotations/Beta.java
 */

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/annotations/Experimental.java

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-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/util/unsafe/QueueProgressIndicators.java

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeCombineLatest.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/Single.java

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* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeFlatMapCompletable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/Single.java

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core/src/main/java/org/jctools/queues/atomic/AtomicReferenceArrayQueue.java
*/

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* /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/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/operators/OnSubscribeReduceSeed.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/OnSubscribeTakeLastOne.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/OnSubscribeOnSubscribeCollect.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeReduceSeed.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/OnSubscribeTakeLastOne.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeUsing.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/OnSubscribeReduce.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriber.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rx/internal/operators/DeferredScalarSubscriber.java

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jar/rx/internal/operators/OnSubscribeTimerPeriodically.java
* /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/OperatorWindowWithObservable.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorDistinctUntilChanged.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorMulticast.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/OperatorRetryWithPredicate.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorMapPair.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorPublish.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OnSubscribeSkipTimed.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorDelayWithSelector.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/ScheduledAction.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorTakeTimed.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorBufferWithTime.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OnSubscribeRefCount.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/util/atomic/SpscLinkedArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorDistinct.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorDebounceWithSelector.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorDebounceWithTime.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/schedulers/NewThreadWorker.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorBufferWithSize.java
* /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
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/util/RxThreadFactory.java
* /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
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
jar/rx/internal/operators/OperatorSwitch.java
* /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/rxfunctions/Actions.java
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-jar/rxinternal/operators/OperatorSkipUntil.java

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  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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* /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
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
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core/src/main/java/org/jctools/queues/atomic/BaseLinkedQueue.java
*/

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

JCTools has now published artifacts (https://github.com/JCTools/JCTools/issues/17) so RxJava could add JCTools as a "shadow" dependency (https://github.com/ReactiveX/RxJava/issues/1735). RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

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

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1014221113_1591382734.95/0/rxjava-1-3-8-sources-
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This software is based in part on the work of the Independent JPEG Group.

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998

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

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

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

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

DOCUMENTATION ROADMAP

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

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

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

In order to support file conversion and viewing software, we have included
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
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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

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

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


The 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

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/.

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

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

FILE FORMAT WARS
================

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

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

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

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

TO DO
=====

The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.
In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

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

1.144 jetty-annotations 9.4.26.v20200117
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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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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.
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1.148 asm 7.1

1.149 jakarta-websocket-api 1.1.2

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

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1.152 reactor-core 3.3.2

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1.161 cassandra-lucene-index-builder 3.10.0

1.162 tzdata 2020a-0+deb10u1

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1.165 model-mapper 2.3.0

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value === 'function';\n}\n\nexport function validateInjectionKey(\n $injector: IInjectorService,
downgradedModule: string, injectionKey: string,\n attemptedAction: string): void {\n const upgradeAppType =
getUpgradeAppType($injector);\n const downgradedModuleCount = getDowngradedModuleCount($injector);\n\n
// Check for common errors.\n switch (upgradeAppType) {\n case UpgradeAppType.Dynamic:\n case
UpgradeAppType.Static:\n
if (downgradedModule) {\n
throw new Error(\n
`Error while
${attemptedAction}: 'downgradedModule' unexpectedly specified.\\n` +\n
'You should not specify a value for
\\'downgradedModule\\', unless you are downgrading ' +\n
'more than one Angular module (via
\\'downgradeModule()\\').');\n
}\n
break;\n case UpgradeAppType.Lite:\n
if (!downgradedModule &&
(downgradedModuleCount >= 2)) {\n
throw new Error(\n
`Error while ${attemptedAction}:
'downgradedModule' not specified.\\n` +\n
'This application contains more than one downgraded Angular
module, thus you need to ' +\n
'always specify \\'downgradedModule\\' when downgrading components and
injectables.');\n
}\n\n
if (!$injector.has(injectionKey)) {\n
throw new Error(\n
`Error while
${attemptedAction}: Unable to find the specified downgraded module.\\n` +\n
'Did you forget to downgrade
an Angular module or include it in the AngularJS ' +\n
'application?');\n
}\n\n
break;\n default:\n
throw new Error(\n
`Error while ${attemptedAction}: Not a valid '@angular/upgrade' application.\\n` +\n
'Did you forget to downgrade an Angular module or include it in the AngularJS ' +\n
'application?');\n
}\n}\n\nexport class Deferred<R> {\n promise: Promise<R>;\n // TODO(issue/24571): remove '!'.\n resolve !:
(value?: R | PromiseLike<R>) => void;\n // TODO(issue/24571): remove '!'.\n reject !: (error?: any) => void;\n\n
constructor() {\n this.promise = new Promise((res, rej) => {\n
this.resolve = res;\n
this.reject = rej;\n });\n
}\n}\n\nexport interface LazyModuleRef {\n injector?: Injector;\n promise?: Promise<Injector>;\n}\n\nexport
const enum UpgradeAppType {\n // App NOT using `@angular/upgrade`. (This should never happen in an
`ngUpgrade` app.)\n None,\n\n // App using the deprecated `@angular/upgrade` APIs (a.k.a. dynamic
`ngUpgrade`).\n Dynamic,\n\n // App using `@angular/upgrade/static` with `UpgradeModule`.\n Static,\n\n // App
using @angular/upgrade/static` with `downgradeModule()` (a.k.a `ngUpgrade`-lite ).\n Lite,\n}\n\n/**\n * @return
Whether the passed-in component implements the subset of the\n * `ControlValueAccessor` interface needed for
AngularJS `ng-model`\n * compatibility.\n */\nfunction supportsNgModel(component: any) {\n return typeof
component.writeValue === 'function' &&\n
typeof component.registerOnChange === 'function';\n}\n\n/**\n *
Glue the AngularJS `NgModelController` (if it exists) to the component\n * (if it implements the needed subset of
the `ControlValueAccessor` interface).\n */\nexport function hookupNgModel(ngModel: INgModelController,
component: any) {\n if (ngModel && supportsNgModel(component)) {\n ngModel.$render = () => {
component.writeValue(ngModel.$viewValue); };\n
component.registerOnChange(ngModel.$setViewValue.bind(ngModel));\n if (typeof
component.registerOnTouched === 'function') {\n
component.registerOnTouched(ngModel.$setTouched.bind(ngModel));\n }\n }\n}\n\n/**\n * Test two values for
strict equality, accounting for the fact that `NaN !== NaN`.\n */\nexport function strictEquals(val1: any, val2: any):
boolean {\n return val1 === val2 || (val1 !== val1 && val2 !== val2);\n}\n","/**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n *
found in the LICENSE file at https://angular.io/license\n */\n\nimport {ApplicationRef, ChangeDetectorRef,
ComponentFactory, ComponentRef, EventEmitter, Injector, OnChanges, SimpleChange, SimpleChanges,
StaticProvider, Testability, TestabilityRegistry, Type} from '@angular/core';\n\nimport {IAttributes,
IAugmentedJQuery, ICompileService, IInjectorService, INgModelController, IParseService, IScope} from
'./angular1';\nimport {PropertyBinding} from './component_info';\nimport {$SCOPE} from './constants';\nimport
{getTypeName, hookupNgModel, strictEquals} from './util';\n\nconst INITIAL_VALUE = {\n
__UNINITIALIZED__: true\n};\n\nexport class DowngradeComponentAdapter {\n private implementsOnChanges
= false;\n private inputChangeCount: number = 0;\n private inputChanges: SimpleChanges = {};\n private
componentScope: IScope;\n // TODO(issue/24571): remove '!'.\n private componentRef !: ComponentRef<any>;\n
private component: any;\n // TODO(issue/24571): remove '!'.\n private changeDetector !: ChangeDetectorRef;\n //
TODO(issue/24571): remove '!'.\n private viewChangeDetector !: ChangeDetectorRef;\n\n constructor(\n

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private element: IAugmentedJQuery, private attrs: IAttributes, private scope: IScope,
private ngModel: INgModelController, private parentInjector: Injector,
private Sinjector: InjectorService, private Scompile:
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;
}

createClassComponent(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.implementsOnChanges = !!(this.componentFactory.componentType.prototype &&
    (<OnChanges>this.componentFactory.componentType.prototype).ngOnChanges);
  this.componentScope.Swatch((prop, watchFn): void) {
    if (this.componentScope.$observe(prop, () => {
      // Invoke `ngOnChanges()` and Change Detection
      this.componentScope.Swatch({prop, watchFn});
      this.componentScope.$observe(prop, () => {
        // Invoke `ngOnChanges()` and Change Detection
      });
    });
  }

  this.componentScope.Swatch((prop, watchFn): void) {
    if (this.componentScope.$observe(prop, () => {
      // Invoke `ngOnChanges()` and Change Detection
    });
  }

  this.viewChangeDetector.markForCheck();
}
this.componentScope.$watch(this.wrapCallback(detectChanges));

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

appRef.attachView(this.componentRef.hostView);

this.componentScope.$watch(this.wrapCallback(detectChanges));

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

  const bindonAttr = output.bindonAttr.substring(0, output.bindonAttr.length - 6);
  const bracketParenAttr = `(${output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8)})`;

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

ngContentSelectors = this.componentFactory.ngContentSelectors;

return groupNodesBySelector(ngContentSelectors, nodes);
Node.ELEMENT_NODE ? _matches.call(el, selector) : false;

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

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;
    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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 * 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, 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 that can be used to register an AngularJS component in an AngularJS 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()`.
 * - `propagateDigest?: boolean`: Whether to perform change detection on the component on every change
 *
 * Example:
 */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
}) { // Run the queued callbacks.
  this.callbacks.forEach(callback => callback(value));
  this.callbacks.length = 0;
  return;
}
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.Injectable */ {
  const directiveFactory:
      IAnnotatedFunction = function(
      $compile: ICompileService, $injector: IInjectorService, $parse:
      IParseService): IDirective {
    // When using `downgradeModule()`, we need to handle certain things specially. For
example:
    // - We always need to attach the component view to the `ApplicationRef` for it to be
    // - dirty.
    // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the
    // Angular zone.
    // NOTE: This is not needed, when using `UpgradeModule`, because `$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 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
    //   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
    //   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 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.
    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.

```typescript
const finalModuleInjector = moduleInjector || parentInjector;

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, Inject);

in injectorPromise.resolve(facade.getInjector());
```

### Examples

First ensure that the service to be downgraded is provided in an `NgModule` that will be part of the upgrade application. For example, let's assume we have defined `HeroesService`.

```typescript
import {HeroesService} from 'angular1';

class ParentInjectable implements Injectable {
    constructor(private injector: Injector) {}
}
```

Inside an AngularJS component's controller we can get hold of the downgraded service via the name we gave when downgrading.

```html
<div class="alert is-important">
    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
</div>
```
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 or use it in a downgraded Angular component from a different module.

```typescript
@publicApi
export function downgradeInjectable(token: any, downgradedModule: string = ''): Function {
  const factory = function($injector: IInjectorService) {
    const injectorKey = `${INJECTOR_KEY}${downgradedModule}`;
    const injectableName = isFunction(token) ? getTypeName(token) : String(token);
    const attemptedAction = `instantiating injectable '${injectableName}'`;

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

    const injector: Injector = $injector.get(injectorKey);
    return injector.get(token);
  };
  (factory as any)['$inject'] = [$INJECTOR];

  return factory;
}
```

---

```typescript
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';

const RE_REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;

export interface IBindingDestination {
  [key: string]: any;
  $onChanges?: (changes: SimpleChanges) => void;
}

export interface IControllerInstance extends IBindingDestination {
  $doCheck?: () => void;
  $onDestroy?: () => void;
  $onInit?: () => void;
  $postLink?: () => void;
}

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 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 new Promise((resolve, reject) => {
        reject('loading directive templates asynchronously is not supported');
      });
    }

    static getTemplate($injector: IInjectorService, directive: IDirective, fetchRemoteTemplate = false, $element?: IAugmentedJQuery): string|Promise<string> {
      if (directive.fetchRemoteTemplate !== undefined) {
        return getOrCall<string>(directive.fetchRemoteTemplate, $element);
      } else if (directive templateUrl) {
        const template = getTemplate($injector, templateUrl, $element);
        return new Promise(resolve => { resolve(template); });
      } else if (!fetchRemoteTemplate) {
        throw new Error('loading directive templates asynchronously is not supported');
      }
    }
```
reject) => {
  const $httpBackend = $injector.get('$httpBackend') 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}`);
    }
  });
}

$httpBackend('GET', url, null, (status: number, response: string) => {
  if (status === 200) {
    resolve($templateCache.put(url, response));
  } else {
    reject(`GET component template from '${url}' returned '${status}: ${response}'`);
  }
});

if (controllerType) {
  $injector.get('controllerType')();
}

$injector.get('controllerInstance')();

const locals = {
  '|scope': $scope, '
const controller = this.SController(controllerType, locals, null, this.directives.controllerAs);
const this.data () {
  const controllerKey = (this.directive.name !), controller;
  return controller;
}

return null;

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

    if ($scope.$destroy) {
      $scope.$destroy();
    }

    angularElement.cleanData($element.querySelectorAll('*'));
  }

  return controller;
}


prepareTransclusion() {
  const transclude = this.directive.transclude;
  const contentChildNodes = this.extractChildNodes();
  const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
    // Since AngularJS v1.5.8, `cloneAttachFn` will try to destroy the transclusion scope if
    // `Template` is empty. Since the transcluded content comes from Angular,
    if (transclude) {
      const slots = Object.create(null);
      const filledSlots = Object.create(null);

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

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

      contentChildNodes.forEach(node => {
        const slotName = directiveNormalize(node.nodeName.toLowerCase());
        if (slotName) {
          filledSlots[slotName] = true;
          slots[slotName] = slots[slotName] || [];
          slots[slotName].push(node);
        } else {
          slots.push(node)
        }
      });

      // Check for required slots that were not filled:
      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 cloneAttachFn(!Template, scope, cloneAttachFn)
        };
      });

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

      // 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
      return AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes.
      // 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

```
${func[0]}  // will still be detected by AngularJS

if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
  node.nodeValue = '\u200C';
}
```

```
const requiredControllersMap = requiredControllersMap || {};
```

```
Object.keys(requiredControllersMap).forEach(key => {
  const value = requiredControllersMap[key];
  if (value === require[key]) {
    return;
  }

  value = getOrCall(value, require[key]!);
  if (typeof value === 'object') {
    ((key: string) => {
      value[key] = require[key];
    })(key);
  }
}
```

```
const directiveRequire = (this.directive.require || (this.directive.controller &&
  this.directive.name) || {});
```

```
const elem = startOnParent ? elem.parentElement : elem;
```

```
const {nativeElement} = elem;
```

```
const ctrlKey = controllerKey(name);
```

```
const error = new Error(`Unable to find required '${require}' in upgraded directive '${this.name}':`);
```

```
if (isFunction(property)) {
  T return isFunction(property) ? property : property();
}
```

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

```
function isMap<T>(value: SingleOrListOrMap<T>): value is {
  [key: string]: T
}
```

```
// NOTE: Only works for `typeof T !== 'object'`.
```

```
export class UpgradeNg1ComponentAdapterBuilder {
  type!: Type<any>;
  inputs: string[] = [];
  inputsRename: string[] = [];
  outputs: string[] = [];
  outputsRename: string[] = [];
  propertyOutputs: string[] = [];
  checkProperties: string[] = [];
  propertyMap: {
    [name: string]: string
  } = {};
  directive: IDirective = null;
  template!: string;
}
```

```
CAMEL_CASE = /([A-Z])/g;
```

```
INVALID_VALUE = {
  __UNINITIALIZED__: true
};
```

```
NOT_SUPPORTED: any = NOT_SUPPORTED;
```

```
// TODO(issue/24571): remove '!'.
```

```
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```
Note: There is a bug in TS 2.4 that prevents us from\n // inlining this into @Directive\n // TODO(tbosch): find or
file a bug against TypeScript for this.\n const directive = {selector: selector, inputs: this.inputsRename, outputs:
this.outputsRename};\n\n @Directive({jit: true, ...directive})\n class MyClass extends
UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck,\n
OnDestroy {\n
constructor(@Inject($SCOPE) scope: IScope, injector: Injector, elementRef: ElementRef) {\n
super(\n
new UpgradeHelper(injector, name, elementRef, self.directive || undefined), scope,\n
self.template,
self.inputs, self.outputs, self.propertyOutputs, self.checkProperties,\n
self.propertyMap) as any;\n
}\n }\n
this.type = MyClass;\n }\n\n extractBindings() {\n const btcIsObject = typeof this.directive !.bindToController
=== 'object';\n if (btcIsObject && Object.keys(this.directive !.scope !).length) {\n
throw new Error(\n
`Binding definitions on scope and controller at the same time are not supported.`);\n }\n\n const context =
(btcIsObject) ? this.directive !.bindToController : this.directive !.scope;\n\n if (typeof context == 'object') {\n
Object.keys(context).forEach(propName => {\n
const definition = context[propName];\n
const
bindingType = definition.charAt(0);\n
const bindingOptions = definition.charAt(1);\n
const attrName =
definition.substring(bindingOptions === '?' ? 2 : 1) || propName;\n\n
// QUESTION: What about `=*`? Ignore?
Throw? Support?\n\n
const inputName = `input_${attrName}`;\n
const inputNameRename =
`${inputName}: ${attrName}`;\n
const outputName = `output_${attrName}`;\n
const outputNameRename
= `${outputName}: ${attrName}`;\n
const outputNameRenameChange = `${outputNameRename}Change`;\n\n
switch (bindingType) {\n
case '@':\n
case '<':\n
this.inputs.push(inputName);\n
this.inputsRename.push(inputNameRename);\n
this.propertyMap[inputName] = propName;\n
break;\n
case '=':\n
this.inputs.push(inputName);\n
this.inputsRename.push(inputNameRename);\n
this.propertyMap[inputName] = propName;\n\n
this.outputs.push(outputName);\n
this.outputsRename.push(outputNameRenameChange);\n
this.propertyMap[outputName] = propName;\n\n
this.checkProperties.push(propName);\n
this.propertyOutputs.push(outputName);\n
break;\n
case '&':\n
this.outputs.push(outputName);\n
this.outputsRename.push(outputNameRename);\n
this.propertyMap[outputName] = 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\n /**\n * Upgrade ng1 components into Angular.\n
*/\n static resolve(\n
exportedComponents: {[name: string]: UpgradeNg1ComponentAdapterBuilder},\n
$injector: IInjectorService): Promise<string[]> {\n const promises = Object.keys(exportedComponents).map(name
=> {\n
const exportedComponent = exportedComponents[name];\n
exportedComponent.directive =
UpgradeHelper.getDirective($injector, name);\n
exportedComponent.extractBindings();\n\n
return Promise\n
.resolve(UpgradeHelper.getTemplate($injector, exportedComponent.directive, true))\n
.then(template =>
exportedComponent.template = template);\n });\n\n return Promise.all(promises);\n }\n}\n\nclass
UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck {\n private controllerInstance:
IControllerInstance|null = null;\n destinationObj: IBindingDestination|null = null;\n checkLastValues: any[] = [];\n
directive: IDirective;\n element: Element;\n $element: any = null;\n componentScope: IScope;\n\n constructor(\n
private helper: UpgradeHelper, scope: IScope, private template: string,\n
private inputs: string[], private outputs:
string[], private propOuts: string[],\n
private checkProperties: string[], private propertyMap: {[key: string]:
string}) {\n this.directive = helper.directive;\n this.element = helper.element;\n this.$element =
helper.$element;\n this.componentScope = scope.$new(!!this.directive.scope);\n\n const controllerType =
this.directive.controller;\n\n if (this.directive.bindToController && controllerType) {\n
this.controllerInstance
= this.helper.buildController(controllerType, this.componentScope);\n
this.destinationObj =
this.controllerInstance;\n } else {\n
this.destinationObj = this.componentScope;\n }\n\n for (let i = 0; i <
inputs.length; i++) {\n
(this as any)[inputs[i]] = null;\n }\n for (let j = 0; j < outputs.length; j++) {\n
const
emitter = (this as any)[outputs[j]] = new EventEmitter<any>();\n
if (this.propOuts.indexOf(outputs[j]) === -1)
{\n
this.setComponentProperty(\n
outputs[j], (emitter => (value: any) =>
emitter.emit(value))(emitter));\n
}\n }\n for (let k = 0; k < propOuts.length; k++) {\n
this.checkLastValues.push(INITIAL_VALUE);\n }\n }\n\n ngOnInit() {\n // Collect contents, insert and

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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);
    }

    // Linking
    const preLink = typeof linkFn == 'object' && linkFn.pre;
    const postLink = typeof linkFn == 'object' ? linkFn.post : linkFn;
    const attrs: IAttributes = NOT_SUPPORTED;
    const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
    if (preLink) {
      preLink(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }

    linkFn(this.componentScope, null, {parentBoundTranscludeFn: attachChildNodes});

    if (postLink) {
      postLink(this.componentScope, this.$element, attrs, requiredControllers, transcludeFn);
    }

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

  ngOnChanges(changes: SimpleChanges) {
    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);
    }
  }

  ngDoCheck() {
    const lastValues = this.checkLastValues;
    const checkProperties = this.checkProperties;
    const propOuts = this.propOuts;
    checkProperties.forEach((propName, 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 && 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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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 an Angular directive, which bootstraps the Angular 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}}](<ng-transclude></span>)'
  }
});

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

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

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

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

### Supported Features

- **Bindings:**
  - Attribute: `<comp name="World">`
  - Interpolation: `<comp greeting="Hello {name}" /></comp>`
  - Expression: `<comp [name]="username">`
  - Event: `<comp (close)="doSomething()" />

- **Content projection:** yes

- **ng-model:**
  - `ng-model="name"`
expect(element.html()).toContain("Hello World!");

let ng1Injector = (<any>upgrade)._bootstrapDone(this.moduleRef, ng1Injector);}

// Make sure resumeBootstrap() only exists if the current bootstrap is deferred
const windowAngular = (window as any /** TODO #???? */)['angular'];
windowAngular.resumeBootstrap = undefined;

const ngZone = (window as any). NgZone;

const adapter = new UpgradeAdapter(MyNg2Module);

adapter.upgradeNg1Provider('server');
adapter.upgradeNg1Provider('login', {asToken: Login});

adapter.bootstrap(document.body, ['myExample']).ready(function() {

  const example: Example = ref.ng2Injector.get(Example);

  // Use options to determine how to provide the login
  // service: token, asToken
  const loginProvider = (adapter.upgradeNg1Provider('login', {options: {asToken: Login}}));

  // Use options to determine how to provide the server
  // service: token, asToken
  const serverProvider = (adapter.upgradeNg1Provider('server', {options: {asToken: Login}}));

  // Use options to determine how to provide the MyNg2Module
  // module: token, asToken
  const ng2ModuleProvider = (adapter.upgradeNg1Module('myExample'));

  // Use options to determine how to provide the MyAngularModule
  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

  // Use options to determine how to provide the MyNgModule
  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

  // Use options to determine how to provide the MyAngularModule
  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

  // Use options to determine how to provide the MyNgModule
  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

  // Use options to determine how to provide the MyAngularModule
  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

  // Use options to determine how to provide the MyNgModule
  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

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  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

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  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

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  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

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  // module: token, asToken
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  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

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  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

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  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

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  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

  // Use options to determine how to provide the MyNgModule
  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

  // Use options to determine how to provide the MyAngularModule
  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

  // Use options to determine how to provide the MyNgModule
  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

  // Use options to determine how to provide the MyAngularModule
  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));

  // Use options to determine how to provide the MyNgModule
  // module: token, asToken
  const ngModuleProvider = (adapter.upgradeNg1Module('myNgModule'));

  // Use options to determine how to provide the MyAngularModule
  // module: token, asToken
  const angularModuleProvider = (adapter.upgradeNg1Module('myAngularModule'));
rootScopePrototype.$$apply = original$$applyFn;  // restore original $$apply

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

rootScopePrototype = null;
}

return rootScope.$evalAsync();
return rootScope.$digest();
return rootScope.$on('$destroy', () => {});
return ng1Module;
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No license file was found, but licenses were detected in source scan. 

```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
 */

export type Ng1Token = string;

export type Ng1Expression = string | Function;

export interface IAnnotatedFunction extends Function {
  $inject?: string[] | Function extends { $inject?: string[] }? Ng1Token[] :
    ReadonlyArray<Ng1Token>;
}

export type IInjectable = (Ng1Token | Function); // Older versions of '@types/angular' typings extend the global 'Function' interface with .

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

export interface IModule {
  name: string;
  requires: (string | IInjectable)[];
  config(fn: IInjectable): IModule;
  directive(selector: string, factory: IInjectable): IModule;
  component(selector: string, component: IComponent): IModule;
  controller(name: string, type: IInjectable): IModule;
  factory(key: Ng1Token, factoryFn: IInjectable): IModule;
  value(key: Ng1Token, value: any): IModule;
  constant(token: Ng1Token, value: any): IModule;
  run(a: IInjectable): IModule;
}
export interface ICompileService {
  (element: Element|NodeList|Node[]|string, transclude?: Function): ILinkFn;
}
export interface ILinkFn {
  (scope: IScope, cloneAttachFn?: ICloneAttachFunction, options?: ILinkFnOptions): IAugmentedJQuery;
  $$slots?: {
    [slotName: string]: ILinkFn;
  };
}
export interface ILinkFnOptions {
  parentBoundTranscludeFn?: Function;
  $new(isolate?: boolean): IScope;
  $id: string;
  $parent: IScope;
  $root: IScope;
  $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
  $destroy(): any;
  $apply(exp?: Ng1Expression): any;
  $evalAsync(exp: Ng1Expression, locals?: any): void;
  $$childTail: IScope;
  $$childHead: IScope;
  $$nextSibling: IScope;
  [key: string]: any;
}
export interface IScope extends IRootScopeService,
```

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(window.hasOwnProperty('angular')) {
  angular = (<any>window).angular;
}

catch (err) {
  if (!window.angular) {
    throw err;
  }
}

/**
 * @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 function $injectorFactory() {
  return $injector;
}

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

/**
 * A helper function to use when unit testing Angular services that depend upon
 * upgraded AngularJS services.
 *
 * This function returns an `NgModule` decorated class that is configured to
 * wire up the Angular and AngularJS injectors without the need to actually bootstrap a hybrid application.
 * This makes it simpler and faster to unit test services.
 *
 * Use the returned class as an "import" when configuring the `TestBed`.
 *
 * In the following code snippet, we are configuring the TestBed with two
 * imports. In * `Ng2 AppModule` is the Angular part of our hybrid application and the `ng1 AppModule` is the
 *
 * This makes it simpler and faster to unit test services. In * `return` the returned class as an "import" when
 * configuring the `TestBed`.
 *
 * The `Ng2 AppModule` is the Angular part of our hybrid application and the `ng1 AppModule` is the
 * AngularJS part. In * `return` the `return` the returned class as an "import" when
 * configuring the `TestBed`.
 *
 * 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 still bootstrap a hybrid app. See `UpgradeModule` or `downgradeModule` for more information. The helper sets up global variables to hold the shared Angular and AngularJS injectors. Only call this helper once per spec. Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`. Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.

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

```typescript
createAngularJSTestingModule(angularJSModules: string[]): 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.
}
```

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

```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.
}
```

```typescript
createAngularJSTestingModule(angularJSModules: string[]): 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.
}
```

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

```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.
}
```

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

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

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

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

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

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

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

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

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

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

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

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

```typescript
createAngularJSTestingModule(angularJSModules: string[]): 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.
}
```
angularModules a collection of Angular modules to include in the configuration.

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

 export {createAngularTestingModule} from './src/create_angular_testing_module';
 export {createAngularJSTestingModule} from './src/create_angularjs_testing_module';

 export * from './public_api';

 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,iBAAiB,CAAC;;ACnCrD;;;;;AAcA,IAAI,SAAS,GAAkC,IAAI,CAAC;AACpD,IAAIA,UAAB,CAAC,C;AAEvB,SAAgB,gBAgB,IBAC9B,OAAB,SAAS,CAAC;CACIB,AACG;D,8BAAY,CAAW;QAQA,UAAB,GAAG,CAAC,CAAC;AAAE;IAD/B,0BAAB;QAAC,QAAC,CAAC,SAAS,EAAB,CAAC,EAAC,OOAO,EAAB,EAAB,UAAB,EAAC,EAAC,CAAC;2CAE3D,QAQA;OADZ,0BAAB,CAEhC;IAD/B,2BAAC;CAFD,IAEC,AAED;;;AAEA,SAAGB,0BAAB,CACiC,gBAAB,EAAE,QAkCB,IBACE,DAAB,CAAC,0BAA0B,EAAB,gBAgB,CAAC;SACkD,QAQA,CAAC,0BAAB;IBAAwB;SACkD,OAAB,CAAC,YAAY,EAAB,CAAC,CAAC;IAAE3C,SAAS,GAAGE,QAAB,GCAAC,CAAC,IAAI,EAAB,0BAA0B,CAAC,EAAB,QAQA,CAAC,CAAC;IAAE3E,0BAAB,CAAC;CAC7B;;AClGD;;;;;GAMG;;ACNH;;;;;GAMG;;ACNH;;;;

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

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 */

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
Open Source Used In MSX SD-Access Service Pack 3.9.0

* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/src/dynamic/src/upgrade_ng1_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/src/common/src/component_info.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_component.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_module.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_injectable.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_adapter.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_public_api.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/esm5/static/src/upgrade_component.js
ar_testing_module.ts","packages/upgrade/static/testing/src/create_angularjs_testing_module.ts","packages/upgrade/static/testing/testing.ts"],["sourcesContent":"/**
 * @license
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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 {
  $inject?: Function
  extends {[key: string]: (T | T[] | T)[]};
}

export type IInjectable = (Ng1Token | Function)
  extends {[key: string]: (T | T[] | T)[]};

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

export interface IModule {
  name: string;
  requires: (Ng1Token | IInjectable)
    extends {[key: string]: (T | T[] | T)[]};
  config(fn: IInjectable): IModule;
  directive(selector: string, factory: IInjectable): IModule;
  component(selector: string, component: IComponent): IModule;
  controller(name: string, type: IInjectable): IModule;
  factory(key: Ng1Token, factoryFn: IInjectable): IModule;
  run(a: IInjectable): IModule;
  constant(token: Ng1Token, value: any): IModule;
  run(a: IInjectable): IModule;
  interface(module: IModule): IModule;
  run(a: IInjectable): IModule;
  constant(token: Ng1Token, value: any): IModule;
}

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

export interface ILinkFn {
  (scope: IScope, instanceElement: IAugmentedJQuery, instanceAttributes: IAttributes,
   controller: any, transclude: ITranscludeFunction): void;
  $inject?: Function
  extends {[key: string]: (T | T[] | T)[]};
}

export interface IDirective {
  compile?: IDirectiveCompileFn;
  controller?: IController;
  controllerAs?: string;
  bindToController?: boolean | {
    [key: string]: string;
  }
  link?: IDirectiveLinkFn | IDirectivePrePost;
  name?: string;
  require?: DirectiveRequireProperty;
  restrict?: string;
  scope?: boolean | {
    [key: string]: string;
  }
  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,
   controller: any, transclude: ITranscludeFunction): void;
  $inject?: Function
  extends {[key: string]: (T | T[] | T)[]};
}

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

export interface IRootScopeService {
  $new(isolate?: boolean): IScope;
  $id: string;
  $parent: IScope;
  $root: IScope;
  $destroy(): void;
  $apply(exp?: Ng1Expression): any;
  $digest(): void;
  $evalAsync(exp: Ng1Expression, locals?: any): void;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): void;
  $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): void;
  [key: string]: any;
}

export interface IScope extends IRootScopeService {}
```typescript
resumeBootstrap: typeof angular.resumeBootstrap = () => angular.resumeBootstrap();

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

export const getTestability: typeof angular.getTestability = e => angular.getTestability(e);

/**
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 */

export const $COMPILE = '$compile';
export const $CONTROLLER = '$controller';
export const $DELEGATE = '$delegate';
export const $EXCEPTION_HANDLER = '$exceptionHandler';
export const $HTTP_BACKEND = '$httpBackend';
export const $INJECTOR = '$injector';
export const $INTERVAL = '$interval';
export const $PARSE = '$parse';
export const $PROVIDE = '$provide';
export const $ROOT_SCOPE = '$rootScope';
export const $SCOPE = '$scope';
export const $TEMPLATE_CACHE = '$templateCache';
export const $TEMPLATE_REQUEST = '$templateRequest';

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

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

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

export const UPGRADE_MODULE_NAME = '$$UpgradeModule';

/**
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 */

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

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

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

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

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

/**
 * A helper function to use when unit testing Angular services that depend upon upgraded AngularJS
 * services.
 *
 * This function returns an `NgModule` decorated class that is configured to wire up the Angular and AngularJS
 * injectors without the need to actually bootstrap a hybrid application.
 *
 * Use the returned class as an "import" when configuring the ` TestBed`.
 *
 * 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
 * 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.
 *
 * Services that are (or have dependencies on) an upgraded AngularJS service, will be instantiated as needed by the AngularJS
 * and AngularJS injectors without the need to actually bootstrap a hybrid application.
 *
 * This helper is for testing services not Components.
 *
 * For Component testing you must still bootstrap a hybrid app. See `UpgradeModule` or `downgradeModule` for more information.
 *
 * The resulting configuration does not wire up AngularJS digests to Zone hooks. It is the responsibility of the test writer to call `$rootScope.$apply`, as necessary, to trigger AngularJS handlers of async events from Angular.
 *
 * The helper sets up global variables to hold the shared Angular and AngularJS injectors.
 *
 * Only call this helper once per spec.
 *
 * Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.
 *
 * Here is the example application and its unit tests that use `createAngularTestingModule` and `createAngularJSTestingModule`.
 *
 */
```
AngularJS injector should have `strictDI` enabled.

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

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 a hybrid application.
 * @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, [
      $INJECTOR,
      ($injector: ng.IInjectorService) => {
        TestBed.configureTestingModule({
          imports: angularModules,
          providers: [{provide: $INJECTOR, useValue: $injector}]
        });
        return TestBed.inject(Injector);
      }
    ]).
}```

This helper function is used to create a testing configuration that includes both Angular and AngularJS modules.

```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';
```

AngularJS injector should have `strictDI` enabled.
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

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{"version":3,"sources":['packages/upgrade/upgrade-static.umd.js'],"names":['global','factory','exports','module','require','define','amd','self','ng','upgrade','static']}
throw new Error("Error while \" + attemptedAction + \"\': 'downgradedModule' not specified.\nThis application contains more than one downgraded Angular module, thus you need to \'+\n'always specify \"downgradedModule\" when downgrading components and injectables.\n}]
 if (!($injector.has(injectionKey))) }
 throw new Error("Error while \" + attemptedAction + \"': Unable to find the specified downgraded module.\n'You forgot to downgrade an Angular module or include it in the AngularJS \'+\n'application?\n"
])
 break;
 default:
 throw new Error("Error while \" + attemptedAction + \": Not a valid \'@angular/upgrade' application.\n'You forgot to downgrade an Angular module or include it in the AngularJS \'+\n'application?\n"
)

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

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

/**
 * Test two values for strict equality, accounting for the fact that \'NaN \(!= NaN\'.\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 strictEquals(val1, val2) {
 return val1 === val2 || (val1 !== val1 && val2 !== val2);
 }

/**
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 * 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.componentScope = scope.$new();
 this.ngModel = ngModel;
 this.parentInjector = parentInjector;
 this.$injector = $injector;
 this.$compile = $compile;
 this.$parse = $parse;
 this.componentFactory = componentFactory;
 this.$compile = $compile;
 this.changeDetector = this.componentRef.changeDetectorRef;
 this.component = this.componentRef.instance;
 // testability hook is commonly added during component bootstrap in
 // packages/core/src/application_ref/bootstrap
 if (testability) {
 // place here as well as adding the
 // testability hook.
 var testability = this.componentRef.injector.get(core.Testability, null);
 if (testability) {

...
```javascript
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.prop)) {
                    var observeFn_1 = (function (prop) {
                        var prevValue = INITIAL_VALUE;
                        return function (currValue) {
                            if (!strictEquals(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 `$observe()`
                    // callback.
                    var unwatch_1 = this_1.componentScope.$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_1.componentScope.$watch(expr, watchFn);
                    } else if (attrS.hasOwnProperty(input.inputChangeCount); ) { var proto = this.componentFactory.componentType.prototype;
            var detectChanges = function () { return _this.changeDetector.detectChanges(); };
            var _loop_2 = function (i) {
                var inputChanges = _this.inputChanges;
            _this.inputChanges = {};
            _this.component.ngOnChanges(inputChanges);
        };
        _this.viewChangeDetector.markForCheck();
        // If opted out of propagating digests, invoke change detection when inputs change.
        if (!propagateDigest) {
            detectChanges();
        } else if (propagateDigest) {
            this.componentScope.$watch(this.wrapCallback(detectChanges()));
        } else if (modulenameAttachView || propagateDigest) {
            var unwatch_2 = null;
            var appRef = _this.parentInjector.get(core.ApplicationRef);
            appRef.attachView(_this.componentRef.hostView);
        }
    }
    }
    }
```

this.subscribeToOutput(output, attrs[bindonAttr], true);
                }
            }
        };
        DowngradeComponentAdapter.prototype.subscribeToOutput = function (output, expr, isAssignment) {
            var _this = this;
            if (isAssignment === void 0) { isAssignment = false; }
            var getter = this.$parse(expr);
            var setter = getter.assign;
            if (isAssignment && !setter) {
                throw new Error("Expression '" + expr + "' is not assignable!\n            }
            var emitter = this.component[output.prop];
            if (emitter) {
                emitter.subscribe({
                    next: isAssignment
                        ? function (v) { return setter(_this.scope, v); } :
                        function (v) { return getter(_this.scope, { '$event': v }); }
                });
            }
            else {
                throw new Error("Missing emitter '" + output.prop + "' on\n            }
        };
        DowngradeComponentAdapter.prototype.registerCleanup = function () {
            var _this = this;
            var testabilityRegistry = this.componentRef.injector.get(core.TestabilityRegistry);
            var destroyComponentRef = this.wrapCallback(function () { return _this.componentRef.destroy(); });
            var destroyed = false;
            this.element.on('$destroy', function () { return _this.componentScope.$destroy(); });
            this.componentScope.$on('$destroy', function () {
                if (!destroyed) {
                    destroyed = true;
                    testabilityRegistry.unregisterApplication(_this.componentRef.location.nativeElement);
                    destroyComponentRef();
                }
            });
        };
        DowngradeComponentAdapter.prototype.getInjector = function () { return this.componentRef.injector; };
        DowngradeComponentAdapter.prototype.updateInput = function (prop, prevValue, currValue) {
            if (this.implementsOnChanges) {
                this.inputChanges[prop] = new core.SimpleChange(prevValue, currValue, prevValue === currValue);
            }
            this.inputChangeCount++;
            this.component[prop] = currValue;
        };
        DowngradeComponentAdapter.prototype.groupProjectableNodes = function () {
            var ngContentSelectors = this.componentFactory.ngContentSelectors;
            return groupNodesBySelector(ngContentSelectors, this.element.contents());
        };
        /**
         * Group a set of DOM nodes into `ngContent` groups, based
         * on the given content selectors.
         */
        function groupNodesBySelector(ngContentSelectors, nodes) {
            var projectableNodes = 
                function groupNodesBySelector(ngContentSelectors, nodes) {
                    var wildcardNgContentIndex;
                    for (var i = 0, ii = ngContentSelectors.length; i < ii; ++i) {
                        projectableNodes[i] = 
                            var node = nodes[j];
                            var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
                            if (ngContentIndex != null) {
                                projectableNodes[ngContentIndex].push(node);
                            }
                        }
                    }
                    return projectableNodes;
                }
            function findMatchingNgContentIndex(element, ngContentSelectors) {
                var ngContentIndices = 
                    var wildcardNgContentIndex = -1;
                    for (var i = 0; i < ngContentSelectors.length; i++) {
                        if (matchesSelector(element, ngContentSelectors[i]))
                            ngContentIndices.push(i);
                        else {
                            ngContentIndices.push(i);
                        }
                    }
                    ngContentIndices.sort();
                    if (wildcardNgContentIndex !== -1) {
                        var wildcardNgContentIndex = -1;
                        for (var i = 0; i < ngContentSelectors.length; i++) {
                            var ngContentSelector = ngContentSelectors[i];
                            if (selector === "*")
                                wildcardNgContentIndex = i;
                            else if (matchesSelector(element, selector))
                                ngContentIndices.push(wildcardNgContentIndex);\
                        }
                    }
                    return ngContentIndices;
                };
                return ngContentIndices;
            }
            function matchesSelector(el, selector) {
                var matches = elProto.matchesSelector || elProto.mozMatchesSelector ||
                    elProto.webkitMatchesSelector ||
                    elProto.oMatchesSelector ||
                    elProto.webkitMatchesSelector;\n            }
            Node.ELEMENT_NODE ? matches.call(el, selector) : false;
            };
            return (!!obj && isFunction(obj.then)) ?
                    function () {
                        function SyncPromise() {
                            this.resolved = false;
                            this.callbacks =
SyncPromise.all = function (valuesOrPromises) {
    var aggrPromise = new SyncPromise;
    var resolvedCount = 0;
    var results = [];
    for (var id = 0; id < valuesOrPromises.length; id++) {
        var resolved = false;
        results[id] = value;
        if (++resolvedCount === valuesOrPromises.length) {
            aggrPromise.resolve(results);
        }
    }
    return aggrPromise;
}

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

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

/**
 * @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.
 * * @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.directive)
 * that will make this Angular component available inside AngularJS templates.
 * * The `downgradeComponent()` function returns a factory function that we
 * can use to define the AngularJS directive that wraps the
 * `downgradedComponent` 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).
 * * @returns a factory function that can be used to register the component in an
 * Angular module.
 * * @publicApi
 */

function downgradeComponent(info) {
    var directiveFactory = function ($compile, $injector, $parse) {
        var isNgUpgradeLite = getUpgradeAppType($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 w.r.t
        // 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):
        var isNgUpgradeLite = getUpgradeAppType(Sinjector) === 3 /* Lite */;
        var wrapCallback = isNgUpgradeLite ? function (cb) { return cb; } : function (cb) { return function () { return core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb); };
        var ngZone;
        // We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the
        // Angular zone.

        // - We always need to attach the component view to the `ApplicationRef` for it to be
        // dirty-checked.
        // - 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 handle certain things specially. For example:
        //     - We always need to attach the component view to the `ApplicationRef` for it to be
        //       dirty-checked.
        // - `changeDetection` is needed w.r.t
        // Angular zone.
        // - `changeDetection` is needed w.r.t
        // Angular zone.

        // 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):
        var isNgUpgradeLite = getUpgradeAppType(Sinjection) === 3 /* Lite */;
        var wrapCallback = isNgUpgradeLite ? function (cb) { return cb; } : function (cb) { return function () { return core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb); };
        var ngZone;

        // 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):
        var isNgUpgradeLite = getUpgradeAppType(Sinjection) === 3 /* Lite */;
        var wrapCallback = isNgUpgradeLite ? function (cb) { return cb; } : function (cb) { return function () { return core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb); };
        var ngZone;
function (scope, element, attrs, required) {
    // We might have to compile the contents asynchronously,
    if (requireAngular) {
        // triggered by 'UpgradeNg1ComponentAdapterBuilder', before the
        var ngModel = undefined;
        var parentInjector = required[0];
        var moduleInjector = undefined;
        var ranAsync = false;
        if (parentInjector) {
            moduleInjector = parentInjector;
        } else {
            moduleInjector = $injector.get(lazyModuleRef.injector || lazyModuleRef.promise);
        }
        var lazyModuleRefKey = "$" + LAZY_MODULE_REF +
            moduleInjector || lazyModuleRef.promise;
        var lazyModuleRef = $injector.get(lazyModuleRefKey);
        lazyModuleRefKey, attemptedAction);
        var lazyModuleRef = Sinjector.get(lazyModuleRefKey);
    }
    validateInjectionKey(Sinjector, downgradeModule, lazyModuleRefKey, attemptedAction);
    var lazyModuleRef = Sinjector.get(lazyModuleRefKey);
    moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise;
}

// 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
// '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 downgrade 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 '<top-level>' Angular component, use the module injector.
// 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);
//   facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, Sinjector, $compile, Sparse,
// componentFactory, wrapCallback);
//   var projectableNodes = facade.compileContents();
//   facade.createComponent(projectableNodes);
//   facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
//   facade.setupOutputs();
//   facade.registerCleanup();
//   injectorPromise.resolve(facade.getInjector());
//   if (ranAsync) {
//     return;
//   }
async, it is possible that it is not run inside a\n        // digest and initial input values will not be
        var downgradeFn = !isNgUpgradeLite ? doDowngrade : function (pInjector, mInjector) {\n            ngZone = pInjector.get(core.NgZone);\n            wrapCallback(function () { return doDowngrade(pInjector, mInjector); }());\n        };
        return downgradeFn(pInjector, mInjector);
    };
    \n    NOTE:\n    // Not using 'ParentInjectorPromise.all()' (which is inherited from 'SyncPromise'), because\n    // Closure Compiler (or some related tool) complains:\n    // 'TypeError: ...$src$downgrade_component_ParentInjectorPromise.all is not a function'\n    \n    /**\n     * Synchronous promise-like object to wrap parent\n     * injectors,\n     * to preserve the synchronous nature of AngularJS's `$compile`.\n     * \n     * @param token an `InjectionToken` that identifies a service provided from Angular.
     * \n     * @param downgradedModule the name of the downgraded module (if any) that the injectable
     * "belongs to", as returned by a call to `downgradeModule()`.
     * (This option is only necessary when using `downgradeModule()` to downgrade more
     * than one Angular\n     * module.)\n     * @returns a [factory function](https://docs.angularjs.org/guide/di) that
can be\n  * used to register the service on an AngularJS module.\n
  *\n  * @publicApi\n
  */

  function downgradeInjectable(token, downgradedModule) {
      if (downgradedModule === void 0) {
          downgradedModule = '';\n      }\n      var factory = function ($injector) {\n          var injectorKey = '\"\" + INJECTOR_KEY +\n          downgradedModule;\n          var injectableName = isFunction(token) ? getTypeName(token) : String(token);\n          var attemptedAction = '\"instantiating injectable\" + injectableName + \"\";\n          validateInjectionKey($injector, downgradedModule, injectorKey, attemptedAction);\n          var injector = $injector.get(injectorKey);\n          return injector.get(token, notFoundValue);\n      }\n      factory['$inject'] = ['$INJECTOR'];\n      return factory;\n  }

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  /**\n   * @publicApi\n   */

  var VERSION = new core.Version('9.0.7');

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  // We have to do a little dance to get the ng1 injector into the module injector.\n  // We store the ng1 injector so that the provider in the module injector can access it\n  // Then we `\get` the ng1 injector from the module injector, which triggers the provider to read\n  // the stored injector and release the reference to it.\n  var tempInjectorRef = null;\n  function setTempInjectorRef(injector) {\n      tempInjectorRef = injector;\n  }\n  function injectorFactory() {\n      if (!tempInjectorRef) {\n          throw new Error('Trying to get the AngularJS injector before it being set.');\n      }\n      var injector = tempInjectorRef;\n      tempInjectorRef = null; // clear the value to prevent memory leaks\n      return injector;\n  }\n  function rootScopeFactory(i) {\n      return i.get('$rootScope');\n  }\n  function compileFactory(i) {\n      return i.get('$compile');\n  }\n  function parseFactory(i) {\n      return i.get('$parse');\n  }\n
  var angular1Providers = [\n      // We must use exported\n      // named functions for the ng2 factories to keep the compiler happy:\n      // > Metadata collected contains an error that will be reported at runtime:\n      // > Function calls are not supported:\n      // > Consider replacing the\n      // function or lambda with a reference to an exported function:\n      { provide: '$injector', useFactory: injectorFactory,\n      deps: [] },\n      { provide: 'rootScopeFactory', useFactory: rootScopeFactory,\n      deps: ['$injector'] },\n      { provide: 'compileFactory', useFactory: compileFactory,\n      deps: ['$injector'] },\n      { provide: 'parseFactory', useFactory: parseFactory,\n      deps: ['$injector'] },\n      { provide: '$rootScope', useFactory: rootScopeFactory,\n      deps: ['$injector'] }\n  ];

  /**\n   * @license\n   * Copyright Google Inc. All Rights Reserved.\n   *\n   * A helper function for creating an AngularJS module that\n   * can bootstrap an Angular module\n   * "on-demand" (possibly lazily) when a `downgraded component` needs to\n   * be initialized.\n   *\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   * routes.\n   *\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   *\n   * It is recommended to use `NgAdapterInjectorFactory` instead of `NgAdapterInjector` for hybrid\n   * upgrade apps that\n   * support AOT compilation.\n   *\n   */

  var NgAdapterInjectorFactory = /** @class */ (function () {\n      function NgAdapterInjectorFactory(modInjector) {\n          this.modInjector = modInjector;\n      }\n      NgAdapterInjectorFactory.prototype.get = function (token, notFoundValue) {\n          if (notFoundValue !== core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n              return this.modInjector.get(token, notFoundValue);\n          }\n          return NgAdapterInjectorFactory.\n          get(token, notFoundValue);\n      }\n      return NgAdapterInjectorFactory;\n  }());\n
  var NgAdapterInjector = /** @class */ (function () {\n      function NgAdapterInjector(modInjector) {\n          this.modInjector = modInjector;\n      }\n      NgAdapterInjector.prototype.get = function (token, notFoundValue) {\n          if (notFoundValue === core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n              return this.modInjector.get(token, notFoundValue);\n          }\n          return NgAdapterInjectorFactory.\n          get(token, notFoundValue);\n      }\n      return NgAdapterInjector;\n  }());\n
  var moduleUid = 0;\n  var NgModuleFactory = /** @class */ (function () {\n      function NgModuleFactory(modName) {\n          this.modName = modName;\n      }\n      NgModuleFactory.prototype = new NgAdapterInjectorFactory;\n      NgModuleFactory.prototype.get = function (token, notFoundValue) {\n          if (notFoundValue !== core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n              return this.modInjector.get(token, notFoundValue);\n          }\n          return NgAdapterInjectorFactory.\n          get(token, notFoundValue);\n      }\n      return NgModuleFactory;\n  }());\n
  var NgAdapter = /** @class */ (function () {\n      function NgAdapter(modName) {\n          this.modName = modName;\n      }\n      NgAdapter.prototype.get = function (token, notFoundValue) {\n          if (notFoundValue !== core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n              return this.modInjector.get(token, notFoundValue);\n          }\n          return NgAdapterInjectorFactory.\n          get(token, notFoundValue);\n      }\n      return NgAdapter;\n  }());\n
  var Module = /** @class */ (function () {\n      function Module(modName) {\n          this.modName = modName;\n      }\n      Module.prototype.get = function (token, notFoundValue) {\n          if (notFoundValue !== core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n              return this.modInjector.get(token, notFoundValue);\n          }\n          return NgAdapterInjectorFactory.\n          get(token, notFoundValue);\n      }\n      return Module;\n  }());\n
  var Service = /** @class */ (function () {\n      function Service(modName) {\n          this.modName = modName;\n      }\n      Service.prototype.get = function (token, notFoundValue) {\n          if (notFoundValue !== core.NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {\n              return this.modInjector.get(token, notFoundValue);\n          }\n          return NgAdapterInjectorFactory.\n          get(token, notFoundValue);\n      }\n      return Service;\n  }());
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 `StaticProvider`s that are expected to be available from the returned `NgModuleRef`'s `Injector`.

You cannot use `downgradeModule()` and `UpgradeModule` in the same hybrid application. Use one or the other.

### Differences with `UpgradeModule`

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

1. Unlike `UpgradeModule`, `downgradeModule()` does not bootstrap the main AngularJS module inside the `NgZone`.
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 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`.

You can manually trigger a change detection run in AngularJS using `scope.$apply(...)` or `$rootScope.$digest()`.

### 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 `StaticProvider`s, when creating the `PlatformRef`.

When creating `PlatformRef`:

1. `bootstrapModuleFactory` 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 the `"root"` module) and create all downgraded modules using that module's injector.
2. `bootstrapModule()` to create the lazy modules using the module's injector.

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lazyModuleName;\n        var bootstrapFn = isFunction(moduleFactoryOrBootstrapFn) ?
moduleFactoryOrBootstrapFn : function (extraProviders) {\n    return platformBrowser.platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn);\n};\n        var injector;\n        // Create an ng1 module to bootstrap.\n        module(lazyModuleName, [])\n        .constant(UPGRADE_APP_TYPE_KEY, 3 /* Lite */).\n        .factory(INJECTOR_KEY, [lazyInjectorKey, identity])\n        .factory(lazyInjectorKey, function () {\n            if (!injector) {\n                throw new Error('Trying to get the Angular injector before bootstrapping the corresponding ' +\n                    'Angular module.\n                }\n            return injector;\n        }\n        .factory(SINJECTOR, function ($injector) {\n            return injector;\n        })\n        .constant('AngularInjectorFactory', angular1Providers)\n            .bootstrapModuleFactory(bootstrapFn(lazyInjectorKey, identity),\n                SINJECTOR, bootstrapFn(angular1Providers).then(function (ref) {\n            injector = result.injector = new NgAdapterInjector(ref.injector);\n            injector.get(SINJECTOR);\n        })\n        .injector;\n        return lazyModuleName;\n    }\n    function identity(x) {\n        return x;\n    }\n
lazyModuleName; var bootstrapFn = isFunction(moduleFactoryOrBootstrapFn) ?
moduleFactoryOrBootstrapFn : function (extraProviders) {\n    return platformBrowser.platformBrowser(extraProviders).bootstrapModuleFactory(moduleFactoryOrBootstrapFn);\n};\n        var injector;\n        // Create an ng1 module to bootstrap.\n        module(lazyModuleName, [])\n        .constant(UPGRADE_APP_TYPE_KEY, 3 /* Lite */).\n        .factory(INJECTOR_KEY, [lazyInjectorKey, identity])\n        .factory(lazyInjectorKey, function () {\n            if (!injector) {\n                throw new Error('Trying to get the Angular injector before bootstrapping the corresponding ' +\n                    'Angular module.\n                }\n            return injector;\n        }\n        .factory(SINJECTOR, function ($injector) {\n            return injector;\n        })\n        .constant('AngularInjectorFactory', angular1Providers)\n            .bootstrapModuleFactory(bootstrapFn(lazyInjectorKey, identity),\n                SINJECTOR, bootstrapFn(angular1Providers).then(function (ref) {\n            injector = result.injector = new NgAdapterInjector(ref.injector);\n            injector.get(SINJECTOR);\n        })\n        .injector;\n        return lazyModuleName;\n    }\n    function identity(x) {
        return x;
    }

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     * found in the LICENSE file at https://angular.io/license\n     */
    // Constants\n    var REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;
    // Classes\n    var UpgradeHelper = /** @class */\n        function (UpgradeHelper(injector, name, elementRef, directive) {
            this.injector = injector;\n            this.name = name;\n            this.$injector = injector.get($INJECTOR);\n            this.$compile = this.$injector.get($COMPILE);\n            this.$controller = this.$injector.get($CONTROLLER);\n            this.element = elementRef.nativeElement;\n            this.$element = this.$injector.$compile('');\n            this.directive = directive || UpgradeHelper.getDirective(this.$injector, name);\n        };
        UpgradeHelper.getDirective = function (UpgradeHelper(injector, name) {
            var directives = injector.get(name + 'Directive');\n            if (directives.length > 1) {
                throw new Error("Only support single directive definition for: " + name);\n            }\n            var directive = directives[0];\n            // AngularJS will transform `link: xyz` to `compile: () => xyz`. So we can only tell there was\n            // user-defined `compile` if there is no `link`. In other cases, we will just ignore `compile`\n            if (directive.compile && !directive.link) {
                notSupported(name, 'compile');\n            }\n            if (directive.replace) {
                notSupported(name, 'replace');\n            }\n            if (directive.terminal) {
                notSupported(name, 'terminal');\n            }\n        };
        UpgradeHelper.prototype.buildController = function (controllerType, $scope) {
            // TODO: Document that\n            // we do not pre-assign bindings on the controller instance.\n            // Quoted properties below so that this code can be\n            // optimized with Closure Compiler.\n            var locals = {'$scope': $scope, '$element': this.$element};\n            var controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);\n            if (controller.$inject) {\n                return controller.$injector ? controller.$injector.get($INJECTOR) : null;\n            } else if (controller.$controllerUrl) {\n                var template = controller.$controllerUrl.get($url_1);\n                if (template !== undefined) {\n                    return template;\n                } else if (!controller.$fetchRemoteTemplate) {\n                    throw new Error('Loading directive asynchronously is not supported');\n                }\n            }\n            return new Promise(function (resolve, reject) {
                var ShttpBackend = injector.get(SHTTP_BACKEND);\n                ShttpBackend.GET(\n                    controller.$url_1, null, function (status, response) {\n                    if (status === 200) {\n                        return resolve($httpBackend(\n                                this.$element, this.directive.$compile));\n                    }\n                    reject($httpBackend(\n                                this.$element, this.directive.$compile));\n                });\n            }\n        };
        function notSupported(name, method) {\n            throw new Error('Error: Unable to find method: ' + method + ' for directive: ' + name);\n        }

    var REQUIRE_PREFIX_RE = /^(\^\^?)??\?\?\?/;
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();
    element.cleanData([this.element]);
    element.cleanData(this.element.querySelectorAll('*'));
};
UpgradeHelper.prototype.prepareTransclusion = function () {
    var _this = this;
    var transclude = this.directive.transclude;
    var contentChildNodes = this.extractChildNodes();
    var attachChildrenFn = function (scope, cloneAttachFn) {
        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;
                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(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
            // [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+ unless
            $template.forEach(function (node) {
                if (node.nodeType === Node.TEXT_NODE) {
                    // Add [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-
                    // joiner) to empty text nodes (which can only be a result of Angular removing their initial content).
                }
            });
        }
    }
    // Provide a dummy `scope.$destroy()` method to prevent `cloneAttachFn` from throwing.
    return function () { return undefined; };
};

## AngularJS 2.0.0+.

2. [AngularJS 1.6+](https://github.com/angular/angular.js/blob/26ddc5d5d802a3d222f4b22a370d64d688c82/src/Angular.js#L1911-L1924)
3. [https://github.com/jquery/jquery/blob/e743cb28553267f95571ea7248377915613fd9/src/manipulation.js#L223](https://github.com/jquery/jquery/blob/e743cb28553267f95571ea7248377915613fd9/src/manipulation.js#L223)
4. [https://github.com/angular/angular.js/blob/26ddc5d5d802a3d222f4b22a370d64d688c82/src/Angular.js#L306-L312](https://github.com/angular/angular.js/blob/26ddc5d5d802a3d222f4b22a370d64d688c82/src/Angular.js#L306-L312)
5. [https://github.com/jquery/jquery/blob/e743cb28553267f95571ea7248377915613fd9/src/manipulation.js#L223](https://github.com/jquery/jquery/blob/e743cb28553267f95571ea7248377915613fd9/src/manipulation.js#L223)
6. [https://github.com/angular/angular.js/blob/26ddc5d5d802a3d222f4b22a370d64d688c82/src/Angular.js#L306-L312](https://github.com/angular/angular.js/blob/26ddc5d5d802a3d222f4b22a370d64d688c82/src/Angular.js#L306-L312)
We must create a `Directive` that will make this `ng1Hero` that needs to be made available in Angular templates.

```
@usageNotes
*### Examples
*

Let's assume that you have an AngularJS component called creating Angular directives that wrap AngularJS components that need to be "upgraded".

*Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid bindings;*

```
AngularJS components are available inside Angular templates. In this example, you can see that we must derive from the `UpgradeComponent` base class but also provide an `upgrade/static/upgrade` decorator. This is because the AOT compiler requires that this information is statically available.

Note that we must do the following:

* **specify the directive's selector (`ng1-hero`)**
* **specify all inputs and outputs**

The AngularJS component expects

* * derive from `UpgradeComponent`
* * call the base class from the constructor, passing
* * the AngularJS name of the component (`ng1Hero`) *
* * the `ElementRef` and `Injector` for the component wrapper
* * @publicApi

```javascript
var UpgradeComponent = /** @class */ (function () {
    /**
     * Create a new `UpgradeComponent` instance. You should not normally need to do this.
     * Instead you should derive a new class from this one and call the super constructor.
     */
    function UpgradeComponent(name, elementRef, injector) {
        this.name = name;
        this.elementRef = elementRef;
        this.injector = injector;
        this.helper = new UpgradeHelper(injector, name, elementRef);
        this.$injector = this.helper.$injector;
        this.element = this.helper.element;
        this.$element = this.helper.$element;
        this.directive = this.helper.directive;
        this.bindings = this.initializeBindings(this.directive);
        // We ask for the AngularJS scope from the Angular injector, since
        // we will put the new component scope onto the new injector for each component
        var $parentScope = injector.get($SCOPE);
        // QUESTION 1: Should we create an isolated scope if the scope is only true?
        // QUESTION 2: Should we make the scope accessible through `ElementScope`/?""
        this.$componentScope = $parentScope.$new(!!this.directive.scope);
        this.initializeOutputs();
    }

    UpgradeComponent.prototype.ngOnInit = function () {
        var _this = this;
        var attachChildNodes = this.helper.prepareTransclusion();
        this.helper.compileTemplate();
        var controllerType = this.directive.controller;
        var bindToController = this.directive.bindToController;
        if (controllerType) {
            this.controllerInstance = this.helper.buildController(controllerType, this.$componentScope);
        } else if (bindToController) {
            throw new Error("Upgraded directive '" + this.directive.name + "' specifies 'bindToController' but no controller.");
        }
        var 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.$doCheck();
        }
        // Hook: SonChanges
        if (this.pendingChanges) {
            this.forwardChanges(this.pendingChanges);
            this.pendingChanges = null;
        }
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); };
        callDoCheck();
        this.$componentScope = $parentScope.$new(!this.directive.scope);
        this.initializeOutputs();
        var linkFn = this.helper.compileTemplate();
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); };
        callDoCheck();
        if (this.pendingChanges) {
            this.forwardChanges(this.pendingChanges);
            this.pendingChanges = null;
        }
        var callDoCheck = function () { return _this.controllerInstance.$doCheck(); };
        callDoCheck();
        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) {
            var preLinkFn = this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
            var linkFn = this.$componentScope, null, { parentBoundTranscludeFn: attachChildNodes });
            if (postLink) {
                this.controllerInstance.$postLink();
                if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
                    this.controllerInstance.$postLink();
                }
                // Hook: $postLink
                if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
                    this.controllerInstance.$postLink();
                }
                // Hook: SonPostLink
                if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
                    this.controllerInstance.$postLink();
                }
            }
        }
    }

    UpgradeComponent.prototype.ngOnChanges = function (changes) {
        var $parentScope = injector.get($SCOPE);
        UpgradeComponent.prototype.ngOnChanges = function (changes) {
            var $parentScope = injector.get($SCOPE);
            if (this.pendingChanges) {
                this.forwardChanges(this.pendingChanges);
                this.pendingChanges = null;
            }
        }
    }
```

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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 and the change propagation will be handled by
                        // `ngOnChanges()`.
                        break;
                    case '=':
                        bindings.twoWayBoundProperties.push(propName);
                        bindings.twoWayBoundLastValues.push(INITIAL_VALUE$1);
                        bindings.propertyToOutputMap[propName] = propName + 'Change';
                        break;
                    case '&':
                        bindings.expressionBoundProperties.push(propName);
                        bindings.propertyToOutputMap[propName] = propName;
                        break;
                    default:
                        var json = JSON.stringify(context);
                        throw new Error("Unexpected mapping '" + bindingType + "' in '" + json + "' in '" + _this.name + "' directive.");
                }
            });
        }
        return bindings;
    };
    UpgradeComponent.prototype.initializeOutputs = function () {
        var this = this;
        // Initialize the outputs for `=` and `&` bindings
        this.bindings.twoWayBoundProperties.concat(this.bindings.expressionBoundProperties)
            .forEach(function (propName) {
                var outputName = this.bindings.propertyToOutputMap[propName];
                this[outputName] = new core.EventEmitter();
            });
    };
    UpgradeComponent.prototype.bindOutputs = function () {
        var this = this;
        // Bind `&` bindings to
        // the corresponding outputs
        this.bindings.expressionBoundProperties.forEach(function (propName) {
            var outputName = _this.bindings.propertyToOutputMap[propName];
            var emitter = _this[outputName];
            _this[this.bindingDestination[propName] = function (value) { emitter.emit(value); }];
        });
    };
    UpgradeComponent.prototype.forwardChanges = function (changes) {
        var this = this;
        // Forward input changes to `bindingDestination`
        Object.keys(changes).forEach(function (propName) {
            return _this[this.bindingDestination[propName] = changes[propName].currentValue);
        });
    };
    UpgradeComponent.prototype.ngOnChanges = function () {
        return UpgradeComponent.prototype.$onChanges.apply(this, arguments);
    };
};

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

/**
 * @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*;
 * 

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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#upgrading-an-angular-1-service`.
4. Creation of an AngularJS service that wraps and exposes an Angular injectable so that it can be injected into 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 application, each framework treats the other as a black box. Each DOM element on the page is owned exactly by one framework. Whichever framework instantiated the element is the owner. Each framework only updates/interacts with its own DOM elements and ignores others.

AngularJS directives always execute inside the AngularJS framework codebase regardless of where they are instantiated. Angular components always execute inside the Angular framework codebase regardless of where they are instantiated. An AngularJS component can be "upgraded" to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`.

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

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. 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.

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

This class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application. Importing this `NgModule` will add providers for the core AngularJS services (https://docs.angularjs.org/api/ng/service) to the root injector.

The runtime instance of this class contains a method, which you use to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade application.

It also contains properties to access the `NgZone` and the root injector. Bootstrap `NgModule` and then inject `UpgradeModule` into your Angular `NgModule` and use it to bootstrap the top level AngularJS module (https://docs.angularjs.org/api/ng/type.angular.Module) in the DOM. Then inject `UpgradeModule` into your Angular `NgModule` and use it to bootstrap the top level AngularJS module (https://docs.angularjs.org/api/ng/type.angular.Module) in the DOM. Finally, kick off the whole process, by bootstrapping your top level Angular `NgModule`.
_this.$injector = $injector; // Initialize the ng1 $injector provider
_setTempInjectorRef($injector); _this.$injector.get($INJECTOR); // Put the injector on the DOM, so that it can be \$required\n.element(element$1).controllerKey(INJECTOR_KEY), _this.$injector; // Wire up the ng1 rootScope to run a digest cycle whenever the zone settles
 // We need to do this in the next tick so that we don't prevent the 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(); } return $rootScope.$digest(); }); $rootScope.$destroy(), function () { var _this = this; var args = arguments; window.angular.resumeBootstrap = originalResumeBootstrap_1 = windowAngular.resumeBootstrap = undefinded; // Bootstrap the AngularJS application inside our zone
 this.ngZone.run(function () { bootstrap(element$1, [upgradeModule.name], config); }); // Patch resumeBootstrap to run inside the ngZone
 if (windowAngular.resumeBootstrap) { var originalResumeBootstrap_1 = windowAngular.resumeBootstrap; var ngZone_1 = this.ngZone; windowAngular.resumeBootstrap = function () { var _this = this; var args = arguments; window.angular.resumeBootstrap = originalResumeBootstrap_1 = windowAngular.resumeBootstrap = undefinded; // Bootstrap the AngularJS application inside our zone
 this.ngZone.run(function () { return windowAngular.resumeBootstrap.apply(_this, args); }); }); // 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
 */

// This file only re-exports items to appear in the public api. Keep it that way.
/**
 * Generated bundle index. Do not edit.
 */

//# sourceMappingURL=upgrade-static.umd.js.map

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

})

*/

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* 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/fesm2015/static/testing.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm5/static/testing.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm5/static.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm2015/static.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm5/upgrade.js
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm2015/upgrade.js

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G.AAAL.OOAOL.eAeCZ.EAAQC.EAAKM.GAAIA.EA0QCt.CAAM.CAC9B7B.EAAK4C.SAAS.CAEC.U
AAW.CAAC.CAAECK.QARcBb.YAQc0C6.WAAAYPb.MAC9DzB.EAAO.oBAaQb.CAACK.EAALKd.aALlC.SA
ASpB.EAAQb.GAC1BpB.EAAoob.;;....A+1+LrBpD.EAAQ2D.;....A+1+LrBpD.EAAQ2D.;....
A+1+LrBpD.EAAQ2D.;....A+1+LrBpD.EAAQ2D.;....

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*/

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

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    and limitations under the License.
    ***************************************************************************** */

    /* global Reflect, Promise */

    var extendStatics = function(d, b) {
        extendStatics = Object.setPrototypeOf ||
            ({ __proto__: [] } instanceof Array && function (d, b) { d.__proto__ = b; }) ||
            function (d, b) { for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; },
        return extendStatics(d, b);
    };

    function __extends(d, b) {
        extendStatics(d, b);
        function __() { this.constructor = d; }

        d.prototype = b === null ? Object.create(b) : (__.prototype = b.prototype, new __());
    }

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

    function __rest(s, e) {
        var t = {};
        for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0) t[p] = s[p];
        if (s != null && typeof Object.getOwnPropertySymbols === "function")
            for (var i = 0, p = Object.getOwnPropertySymbols(s); i < p.length; i++) {
                if (e.indexOf(p[i]) < 0 && Object.prototype.propertyIsEnumerable.call(s, p[i]))
                    t[p[i]] = s[p[i]];
            }
        return t;
    }

    function __decorate(decorators, target, key, desc) {
        var c = arguments.length, r = c < 3 ? target : desc === null ? desc = Object.getOwnPropertyDescriptor(target, key) : desc, d;
        if (typeof Reflect === "object" && typeof Reflect.decorate === "function") r = Reflect.decorate(decorators, target, key, desc); else for (var i = decorators.length - 1; i >= 0; i--) if (d = decorators[i]) r = (c < 3 ? d(r) : c > 3 ? d(target, key) : d(target, key, desc) || desc) ? d : r; else if (props.length) r = Object.defineProperty(target, key, props);
        return (typeof Reflect === "object" && typeof Reflect.metadata === "function") ?
            Reflect.metadata("object", r), r
        : (c < 3 ? 
            Object.defineProperty(target, key, r), target
        : c > 3 ? target.key = r ? target.key : key, target
        : target[key] = r)
    }

    function __param(paramIndex, decorator) {
        return function (target, key) { decorator(target, key, paramIndex); }
    }

    function __metadata(metadataKey, metadataValue) {
        if (typeof Reflect === "object" && typeof
        Reflect.metadata === "function")
            Reflect.metadata(metadataKey, metadataValue);
    }

    global Reflect, Promise, Object, Array, Boolean, String, Number, undefined, null, Function, this, Number,+
    Reflect, Promise; global Reflect, Promise, Object, Array, Boolean, String, Number, undefined, null, Function,">

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```javascript

// Example code snippet

/**
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 */

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

var noNgElement = (function () { return 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 (_) {
    // ignore in CJS mode.
}

function setAngularJSGlobal(ng) {
    angular = ng;
}

function getAngularJSGlobal() {
    return angular;
}

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

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

function module_(prefix, dependencies) {
    return angular.module(prefix, dependencies);
}

function element_(e) { return angular.element(e); }

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

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

function getTestability() { return angular.getTestability(); }

function compiler() { return angular.compiler(); }

function controller() { return angular.controller(); }

function delegate() { return angular.delegate(); }

function exception() { return angular.exception(); }

function httpBackend() { return angular.httpBackend(); }

function injector() { return angular.injector(); }

function interval() { return angular.interval(); }

function parse() { return angular.parse(); }

function provide() { return angular.provide(); }

function rootScope() { return angularrootScope(); }

function scope() { return angularScope(); }

function templateCache() { return angularTemplateCache(); }

function templateRequest() { return angularTemplateRequest(); }

function testability() { return angularTestability(); }

function compilerKey() { return angularCompilerKey(); }

function downgradeModuleCountKey() { return angularDowngradedModuleCountKey(); }

function groupProjectableNodesKey() { return angularGroupProjectableNodesKey(); }

function injectorKey() { return angularInjectorKey(); }

function lazyModuleRef() { return angularLazyModuleRef(); }

function ngZoneKey() { return angularNgZoneKey(); }

function upgradeAppTypeKey() { return angularUpgradeAppTypeKey(); }

function REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;

function REQUIRE_NG_MODEL = '?ngModel';

function UPGRADE_MODULE_NAME = '$$UpgradeModule';

function AngularTestingModule(i) {
    injector$1 = i;
}

AngularTestingModule = __decorate([
    core.NgModule({ providers: [{ provide: INJECTOR, useFactory: injectorFactory }]})),
```
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.

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 Angular service that depends upon an AngularJS service.

In the following code snippet, `HeroesService` is an Angular service that depends upon an AngularJS service.

This helper is for testing services not Components.

For Component testing you must still bootstrap a hybrid app. See `UpgradeModule` or `downgradeModule` for more information.

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

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

* Only call this helper once per spec.
* Do not use `createAngularTestingModule` in the same spec as `createAngularJSTestingModule`.

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

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 Angular `Ng2AppModule`, which is the Angular part.

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

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.Sapply`, 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 `createAngularJSTestingModule` in the same spec
as `createAngularTestingModule`.
* Here is the example application and its unit tests
that use `createAngularTestingModule` and `createAngularJSTestingModule`.

```typescript
import { module, factory } from 'angular';

@publicApi
function createAngularJUnitestingModule(angularModules) {
    return
```
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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-
zip/bundles/upgrade.Static.umd.js

No license file was found, but licenses were detected in source scan.
getTestability: typeof angular.getTestability = e => angular.getTestability(e);

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

export const $COMPILER = '$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 = '$$$UpgradeAppType';

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

export const UPGRADE_MODULE_NAME = '$$UpgradeModule';

/**
 * 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.
 */
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}`;
  }
}

/**
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 *
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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!
  if (console.error) {
    console.error(e, e.stack);
  } else {
    // tslint:disable-next-line:no-console
    console.log(e, e.stack);
  }
  throw e;
}

export function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

export function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
    .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());
}

export function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name || type.toString().split('\n')[0];
}

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

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ?
    $injector.get(UPGRADE_APP_TYPE_KEY) : null;
}

UpgradeAppType.None;

export function function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE_APP_TYPE_KEY) ?
    $injector.get(UPGRADE_APP_TYPE_KEY) : null;
}

UpgradeAppType.None;

export function function isFunction(value: any): value is Function {
  return typeof value === 'function';
}

export function function validateInjectionKey($injector: IInjectorService, downgradedModule: string, injectionKey: string, attemptedAction: string): void {
  const upgradeAppType =
getUpgradeAppType($injector); const downgradedModuleCount = getDowngradedModuleCount($injector);
  if (downgradedModuleCount > 1) \n    throw new Error('Error while getting upgrade application type: ' +
      'downgradedModuleCount unexpected for more than one Angular module (via
      downgradeModule).'); \n  } \n} catch (error) { \n  case UpgradeAppType.Dynamic: \n    throw new Error('Error while getting upgrade application type: ' +
      'downgradedModule not specified. Always specify ' +
      'downgradedModule when downgrading components and injectables.'); \n}

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

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

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

export const enum UpgradeAppType { \n  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) { \n  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, \n    component: any) { \n  if (ngModel && supportsNgModel(component)) {
    ngModel.$render = () => { \n      component.writeValue(ngModel.$viewValue); };
    component.registerOnChange(ngModel.$setViewValue.bind(ngModel));
    if (typeof component.registerOnTouched === 'function') { \n      component.registerOnTouched(ngModel.$setTouched.bind(ngModel));
    }
  }
}

/**
 * Test two values for
 *     strict equality, accounting for the fact that `NaN !== NaN`.\n */
export function strictEquals(val1: any, val2: any): boolean { \n  return val1 === val2 || (val1 !== val1 && val2 !== val2);
}
ICompileService,
private $parse: IParseService, private componentFactory: ComponentFactory<any>,

private wrapCallback: <T>(cb: () => T) => () => T) {
  this.componentScope = scope.$new();
  this.$compile(nodes);
  this.element.empty();
  let unwatch: Function|null = this.componentScope.$watch(this.wrapCallback(detectChanges));
  let unwatch = null; unwatchFn = this.componentRef.injector.get(Testability, null); if (testability) {
    this.componentRef.injector.get(TestabilityRegistry)

    hookUpNgModel(this.ngModel, this.component); un
  }

  setupInputs(attachView: 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.prop)) {
        const observeFn = (prop => {
          let prevValue = INITIAL_VALUE;
          return (currValue: any) => {
            if (!strictEquals(prevValue, currValue)) {
              if (prevValue === INITIAL_VALUE) {
                prevValue = currValue;
              }
              this.updateInput(prop, prevValue, currValue);
              prevValue = currValue;
            }
          };
        })(input.prop);
        attrs.$observe(input.attr, observeFn);

        // 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; unwatchFn = this.componentRef.injector.get(Testability, null); if (testability) {
          this.componentRef.injector.get(TestabilityRegistry)

          hookUpNgModel(this.ngModel, this.component); un
        }
      }
    }

    // Invoke `ngOnChanges()` and Change Detection (when necessary)
    const detectChanges = () => this.changeDetector.detectChanges();
    const prototype = this.componentFactory.componentType.prototype;
    if (this.implementsOnChanges) {
      const inputChanges = this.component.$injector.get(ChangeDetectorRef);
      this.viewChangeDetector = this.componentRef.injector.get(ChangeDetectorRef);
      this.changeDetector = this.componentRef.changeDetectorRef;
      this.component = this.componentFactory.create(childInjector, projectableNodes, this.element[0]);
      this.viewChangeDetector = this.componentRef.injector.get(Testability, null); if (testability) {
        this.componentRef.injector.get(TestabilityRegistry)

        hookUpNgModel(this.ngModel, this.component); un
      }

      // If opted out of propagating digests, invoke change detection when inputs change.
      if (propagateDigest) {
        this.component.$injector.get(ChangeDetectorRef);
        this.implementsOnChanges = !!(prototype &
          (<OnChanges>prototype).ngOnChanges);
        this.componentScope.$watch(this.component.$injector.get(ChangeDetectorRef), () => this.changeDetectorCount, this.wrapCallback());
        this.viewChangeDetector.markForCheck();
        this.implementsOnChanges = !!(prototype &
          (<OnChanges>prototype).ngOnChanges);
        this.componentScope.$watch(this.component.$injector.get(ChangeDetectorRef), () => this.changeDetectorCount, this.wrapCallback());
      } else {
        this.componentScope.$watch(() => this.component.$injector.get(ChangeDetectorRef), () => this.changeDetectorCount, this.wrapCallback());
        this.componentScope.$watch(() => this.component.$injector.get(ChangeDetectorRef), () => this.changeDetectorCount, this.wrapCallback());
      }

      // If not opted out of propagating digests, invoke change detection on every digest if (propagateDigest) {
        this.componentScope.$watch(this.component.$injector.get(ChangeDetectorRef), () => this.changeDetectorCount, this.wrapCallback());
      } else {
        this.componentScope.$watch(this.component.$injector.get(ChangeDetectorRef), () => this.changeDetectorCount, this.wrapCallback());
      }
    }
  }
}
if (manuallyAttachView || !propagateDigest) {
  let unwatch: Function|null = this.componentScope.$watch(() => {
    let 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 = `\[(${output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8)})\]`;
    // order below is important - first update bindings then evaluate expressions
    if (attrs.hasOwnProperty(bindonAttr)) {
      this.subscribeToOutput(output, attrs[bindonAttr], true);
    }
    if (attrs.hasOwnProperty(bracketParenAttr)) {
      this.subscribeToOutput(output, attrs[bracketParenAttr], true);
    }
    if (attrs.hasOwnProperty(output.onAttr)) {
      this.subscribeToOutput(output, attrs[output.onAttr]);
    }
    if (attrs.hasOwnProperty(output.parenAttr)) {
      this.subscribeToOutput(output, attrs[output.parenAttr]);
    }
  }
}

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

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

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

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

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

  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  const ngContentIndices: number[] = [];
  let wildcardNgContentIndex: number = -1;
  for (let i = 0; i < ngContentSelectors.length; i++) {
    const node = ngContentSelectors[i];
    const ngContentIndex = findMatchingNgContentIndex(element, ngContentSelectors[i]);
    if (ngContentIndex != null) {
      projectableNodes[ngContentIndex].push(node);
    }
  }

  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  const ngContentIndices = findMatchingNgContentIndex(element, ngContentSelectors);
  return ngContentIndices.sort();
}

if (wildcardNgContentIndex != -1) {
  ngContentIndices.push(wildcardNgContentIndex);
}

return ngContentIndices.length ? ngContentIndices[0] : null;
}

ngContentIndices.$let_matches: (this: any, selector: string) => boolean
$unfunction matchesSelector: (el: any, selector: string): boolean

node.ELEMENT_NODE ? _matches.call(el, selector) : false

}"**n * @license n * Copyright Google Inc.
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* found in
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import {isFunction} from './util';

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

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

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

  static all<T>(valuesOrPromises: (T|Thenable<T>)[]): SyncPromise<T>[
    ]
  
  constructor(value: T) {
    this.value = value;
    this.resolved = true;
  }

  resolve(value: T): void {
    // Do nothing, if already resolved.
    if (this.resolved) return;

    this.callbacks.push((callback: (value: T) => unknown) => {
      callback(value);
    });
  }

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

/**
 * @license
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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 {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey} from './util';
import {SyncPromise, Thenable} from './promise_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 component wrapper directive.
 *
 * @usageNotes
 * ### Examples
 *
 * Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.
 *
 * @example upgrade/static/ts/full/module.ts region="ng2-heroes"
 *
 * We must create an AngularJS directive that wraps the "downgraded" component.
 *
 * @example upgrade/static/ts/full/module.ts region="ng2-heroes-wrapper"
 *
 * For more details and examples on downgrading Angular components to AngularJS components please visit the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code).
 */

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 */
  inputsDecls?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputsDecls?: string[];
}) { /* implementation */
}


longer used *\n  selectors?: string[];\n}): any /* angular.Injectable */ {
  const directiveFactory:
    IAnnotatedFunction = function(n
      Scompile: ICompileService, Sinjector: INinjectorService, Sparse:
      IParseService): IDirective {\n    // When using `downgradeModule()`, we need to handle certain things specially. For
    example:\n    // - We always need to attach the component view to the `ApplicationRef` for it to be\n      // dirty-
      // checked.\n    // - We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the\n      // Angular zone.\n    // NOTE: This is not needed, when using `UpgradeModule`, because `$digest()` will be run\n      // inside the Angular zone (except if explicitly escaped, in which case we shouldn't\n      // force it back in).\n    const isNgUpgradeLite = upgradeAppType($injector) === UpgradeAppType.Lite;\n    const
    wrapCallback: <T>(cb: () => T) => typeof cb =n
      isNgUpgradeLite ? cb : cb : cb => (\n      NgZone.isInAngularZone() ? cb : ngZone.run(cb);
    let ngZone: NgZone;\n    // When downgrading multiple modules, special handling is needed w/r/t injectors.\n    const hasMultipleDowngradedModules =\n    isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);\n    \n    // Notes:
    //
    // There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be\n    // the same instance,
    // but that is irrelevant):\n    // - `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must
    //   be on the same tree as the `NgModule` that declares this downgraded component.\n    // - `finalParentInjector` is used for all other injection purposes.\n    // (Note that Angular knows to only traverse the component-tree part of that injector,\n      // when looking for an injectable and then switch to the module
    // injector.\n    // There are basically three cases:\n    // - If there is no parent component (thus no
    //   `parentInjector`), we bootstrap the downgraded\n      //   `NgModule` and use its injector as both
    //   `finalModuleInjector` and\n    // - If there is a parent component (and thus a
    //   `parentInjector`) and we are sure that it\n      // belongs to the same `NgModule` as this downgraded component
    (e.g. because there is only one\n      // one downgraded module, we use that `parentInjector` as both
    // `finalModuleInjector` and\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`.
    // In that case, we could have used the
    //   `parentInjector` as both\n    //   `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are\n    // treating this case as if they belong to different `NgModule`'s. That doesn't really affect
    // anything, since `parentInjector` has `moduleInjector` as ancestor\n    // and trying to resolve
    //   `ComponentFactoryResolver` from either one will return 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    // 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
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```typescript
// 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: ComponentFactoryResolver = injector.get(ComponentFactoryResolver);

            const componentFactoryResolver = ComponentFactoryResolver
            moduleInjector.get(ComponentFactoryResolver); 
            const componentFactoryResolver: ComponentFactoryResolver = 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 an // digest and initial input values will not be detected.
                scope.$evalAsync(() => {});
            }
        };

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

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

        // NOTE:
        // Not using 'ParentInjectorPromise.all()' (which is inherited from 'SyncPromise'), because
        // Closure Compiler (or some related tool) complains:
        // 'TypeError: ...$src$downgrade_component_ParentInjectorPromise.all is not a
        // function'
        SyncPromise.all([finalParentInjector, finalModuleInjector])
            .then(([pInjector, mInjector]) => 
                downgradeFn(pInjector, mInjector);)

        ranAsync = true;
    };

    // bracket-notation because
    of closure - see #14441
    directiveFactory['$inject'] = [$COMPILE, $INJECTOR, $PARSE];
    return
```

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

import {Injector} from '@angular/core';
import
{TIInjectorService} from './angular1';
import {$INJECTOR, INJECTOR_KEY} from './constants';
import
{TGetTypeName, 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
 * defined `HeroesService` on an AngularJS module:
 *
 * ```
 * ```
 *
 * Now we can register the 'downgradeInjectable' factory function for the service
 * on an AngularJS module.
 *
 * ```
 * ```
 *
 * Inside an AngularJS component's controller we can get hold of the
 * downgraded service via the
 * name we gave when downgrading. This will be part of the upgrade application.
 * For example, let's assume we have
 * defined `HeroesService` on an AngularJS module:
 *
 * ```
 * ```
 *
 * In our AngularJS controller's `downgradeModule()` method, we can access the
 * downgraded service as
 *
 * ```
 * ```
 *
 * In order to be safe, you need to ensure that the
 * downgraded services 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 in 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 from a different module. It is the module, whose injector will be used for instantiating the injectable. (This option is only necessary when using `downgradeModule()` to downgrade more than one Angular module.)

```typescript
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'] = [IInjector];

  return factory;
}
```

```typescript
/**
 * @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');
```
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 '@angular/core';
import {NgModuleFactory, NgModuleRef, setTempInjectorRef} from '@angular/core';
import {Angular1Providers, downgradeModule, getDowngradedModuleCount} from './angular1_providers';
import {LazyModuleRef} 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/bootstrapping 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 the returned
   `NgModuleRef`.

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

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

 * ### Differences with `UpgradeModule`

 Besides their different API, there are two important internal differences between
 `downgradeModule()` and `UpgradeModule` that affect the behavior of hybrid applications:
 * 1. Unlike `UpgradeModule`, `downgradeModule()` does not bootstrap the main AngularJS module
    inside the `NgZone`.
 * 2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run any
    changes detected in the Angular part of the application.

 * ### 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 an 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 a `StaticProvider`s, when creating the `PlatformRef` (e.g. via `platformBrowser`).

- When using `@link PlatformRef#bootstrapmodule `bootstrapModule()` to bootstrap them 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 `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.

- When using `@link PlatformRef#bootstrapmodulefactory `bootstrapModuleFactory()` 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 `providedIn()`).

- When using `bootstrapModule()` or `bootstrapModuleFactory()` 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 `providedIn()`).

- When using `platformBrowser(extraProviders: StaticProvider[])` 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 `providedIn()`).

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

- When using `@link PlatformRef#bootstrapmodule `bootstrapModule()` to bootstrap them 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 `providedIn()`).

- When using `@link PlatformRef#bootstrapmodulefactory `bootstrapModuleFactory()` 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 `providedIn()`).

- When using `bootstrapModule()` or `bootstrapModuleFactory()` 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 `providedIn()`).

- When using `platformBrowser(extraProviders: StaticProvider[])` 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 `providedIn()`).

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

- When using `@link PlatformRef#bootstrapmodule `bootstrapModule()` to bootstrap them 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 `providedIn()`).

- When using `@link PlatformRef#bootstrapmodulefactory `bootstrapModuleFactory()` 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 `providedIn()`).
 elementRef.nativeElement;
  this.$element = angularElement(this.element);
  this.directive = directive || UpgradeHelper.get Directive(this.$injector, name);
  this.$injector = globalThis.$injector || angular.element.getInjectable(this.$injector)
      return $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');

  this.directive = directive;

  if (directive.standalone) {
      this.$element.data !(controllerKey(this.directive.name !), controller);
      return controller;
  }

  this.buildController(controllerType, $scope);

  this.compileTemplate(template);
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 filled.

      Object.keys(filledSlots).forEach(slotName => {
        if (!filledSlots[slotName]) {
          throw new Error(`Required transclusion slot '${slotName}' on directive: ${this.name}`);
        }
      });

      Object.keys(slots).forEach(slotName => {
        filledSlots[slotName] = true;
        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 <= v1.6+ 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 \u200C [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';
        }
      });
Error('Upgraded directive $templateResultName$ contains unsupported feature: $featureName$');

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import {DoCheck, ElementRef, EventEmitter, Injector, OnChanges, OnDestroy, OnInit, SimpleChanges, $location as looseIdentical} from '@angular/core';
import {IAtributes, IAugmentedJQuery, IDirective, IDirectivePrePost, IInjectorService, ILinkFn, IScope, ITranscludeFunction} from 'js/common/src/angular1';
import {ISourceScoped, $SCOPE} from 'js/common/src/upgrade_helper';
import {ISourceScoped, $SCOPE} from 'js/common/src/upgrade_helper';
import {isFunction} from 'js/common/src/util';

const NOT_SUPPORTED: any = 'NOT_SUPPORTED';
const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

class Bindings {
  twoWayBoundProperties: string[] = [];
  twoWayBoundLastValues: any[] = [];
  expressionBoundProperties: string[] = [];
  propertyToOutputMap: {[propName: string]: string} = {};
}

/**
 * @description
 *
 * A helper class that allows an AngularJS component to be used from Angular templates.
 * @see https://github.com/ContinuumNanotech/ngx-ngx
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic)
 * library for hybrid upgrade apps that support AOT compilation.*
 *
 * This helper class should be used as a base class for creating Angular directives
 * that wrap AngularJS components that need to be \`\`upgraded\`\`.
 * We must create a \`Directive\` that will make this AngularJS component available inside Angular templates.
 * This \`directive\` should be derived from the `UpgradeComponent`.
 * Note that we must do the following:
 * * specify the directive's selector (`ng1-hero`) that needs `*` to be made available in Angular templates
 * * specify all inputs and outputs that the AngularJS component expects
 * * derive from `UpgradeComponent` call the base class from
 * * derive from `UpgradeComponent` call the base class from
 * * derive from `UpgradeComponent` call the base class from
 *
 * @publicApi
 */
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;

  // TODO(issue/20031): remove `!`. private controllerInstance !: IControllerInstance;
  // TODO(issue/20031): remove `!`. private bindingDestination !: IBindingDestination;
  // TODO(issue/20031): remove `!`. private pendingChanges !: SimpleChanges | null;

  // We will be instantiating the controller in the `ngOnInit` hook, when the
  // first `ngOnChanges` will have been already triggered. We store the
  // `SimpleChanges` and `BindingDestination` for the controller instance.
  // We ask for the AngularJS scope from the Angular
  // injector, since
  // we will put the new component scope into the base class constructor.
  // We will put the new component scope into the base class constructor.
  // We will put the new component scope into the base class constructor.

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

    // Instantiate controller
  }
}
const controllerType = this.directive.controller;
const bindToController = this.directive.bindToController;
if (controllerType) {
  this.controllerInstance = this.helper.buildController(controllerType);
} else if (bindToController) {
  throw new Error(`Upgraded directive '${this.directive.name}' specifies 'bindToController' but no controller.`);
} // Set up outputs
this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;
this.bindOutputs();

// Require other controllers
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.callDoCheck = () => this.controllerInstance.$doCheck();
  this.callDoCheck();
  // Linking
  const link = this.directive.link;
  const preLink = typeof link == 'function';
  const postLink = typeof link == 'object' ? link.post : link;
  const attrs: IAttributes = { NOT_SUPPORTED: true, const transcludeFn: function() {
    (this as any).transcludeFn();
  }};
  linkFn(this.$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();
  }
}

// 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: true, const transcludeFn: function() {
  (this as any).transcludeFn();
}};
linkFn(this.$componentScope, null, {parentBoundTranscludeFn: attachChildNodes});
if (postLink) {
  postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
}

// Hook: $onChanges
if (!this.bindingDestination) {
  this.pendingChanges = changes;
} else {
  this.forwardChanges(changes);
}

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

// Hook: $doCheck
if (this.controllerInstance && & & isFunction(this.controllerInstance.$doCheck)) {
  this.callDoCheck = () => this.controllerInstance.$doCheck();
  this.callDoCheck();
  // Linking
  const link = this.directive.link;
  const preLink = typeof link == 'function';
  const postLink = typeof link == 'object' ? link.post : link;
  const attrs: IAttributes = { NOT_SUPPORTED: true, const transcludeFn: function() {
    (this as any).transcludeFn();
  }};
  linkFn(this.$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();
  }
}

// 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: true, const transcludeFn: function() {
  (this as any).transcludeFn();
}};
linkFn(this.$componentScope, null, {parentBoundTranscludeFn: attachChildNodes});
if (postLink) {
  postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
}

// Hook: $onChanges
if (!this.bindingDestination) {
  this.pendingChanges = changes;
} else {
  this.forwardChanges(changes);
}

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

// Hook: $doCheck
if (this.controllerInstance && & & isFunction(this.controllerInstance.$doCheck)) {
  this.callDoCheck = () => this.controllerInstance.$doCheck();
  this.callDoCheck();
  // Linking
  const link = this.directive.link;
  const preLink = typeof link == 'function';
  const postLink = typeof link == 'object' ? link.post : link;
  const attrs: IAttributes = { NOT_SUPPORTED: true, const transcludeFn: function() {
    (this as any).transcludeFn();
  }};
  linkFn(this.$componentScope, null, {parentBoundTranscludeFn: attachChildNodes});
  if (postLink) {
    postLink(this.$componentScope, this.$element, attrs, requiredControllers, transcludeFn);
  }
}
any)[outputName] = new EventEmitter();
        });
  }

  private bindOutputs() {
    // Bind `&` bindings to the corresponding outputs
    this.bindings.expressionBoundProperties.forEach(propName => {
      const outputName = this.bindings.propertyToOutputMap[propName];
      const emitter = (this as any)[outputName];

      this.bindingDestination[propName] = (value: any) => emitter.emit(value);
    });
  }

  private forwardChanges(changes: SimpleChanges) {
    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 '../../src/common/src/util';

import {angular1Providers, setTempInjectorRef} from './angular1_providers';
import {NgAdapterInjector} from './util';

/**
 * @description
 *
 * An `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application.
 * @usageNotes
 * ```ts
 * import {UpgradeModule} from '@angular/upgrade/static';
 * ```
 *
 * See the `{@link UpgradeModule#examples examples}` 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 the other as a black box.
 * 2. Each DOM element on the page is owned exactly by one framework. Whichever framework instantiated the element is the owner. Each framework only updates/interacts with its own DOM elements and ignores others.
 * 3. AngularJS directives always execute inside the AngularJS framework codebase regardless of where they are instantiated.
 * 4. Angular components always execute inside the Angular framework codebase regardless of where they are instantiated.
 * 5. An AngularJS component can be upgraded to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`.
 * 6. A component can be downgraded to an AngularJS component. This is achieved by defining an AngularJS directive, which bootstraps the Angular component at its location in the DOM. See `downgradeComponent`.
 * 7. Whenever an upgraded component is instantiated on a DOM element, the framework doing the instantiation takes ownership of the view for that component.
 * 8. The DOM attributes are parsed by the framework that owns the current template. So in AngularJS templates must use kebab-case, while AngularJS
templates must use camelCase. 3. However the template binding syntax will always use the Angular style, e.g. square brackets ([...]) for property binding. 8. Angular is bootstrapped first; AngularJS is bootstrapped second. AngularJS always owns the root component of the application. 9. The new application is running in an Angular zone, and therefore it no longer needs calls to `$apply()`. The `UpgradeModule` class This class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application. Core AngularJS services Importing this `NgModule` will add providers for the core AngularJS services](https://docs.angularjs.org/api/ng/service) to the root injector. 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 app. It also contains properties to access the `NgModule` and the `AngularJS` Injector. 10. 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testabilityDelegate.whenStable = newWhenStable;
return testabilityDelegate;

$provide.decorator($INTERVAL, [$injector, $delegate ($intervalDelegate: IntervalService)] => {
  // 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.
  return wrappedInterval = fn => {
    // 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.
    return intervalDelegate((...args) => fn(...args));
  };

  // 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 = (...args) => {
    return intervalDelegate((...args) => fn(...args));
  };

  (wrappedInterval as any)['cancel'] = intervalDelegate.cancel;
return wrappedInterval;

});

$provide.decorator($INJECTOR, ($injector: IInjectorService) => {
  this.$injector = $injector;

  // Initialize the ng1 Injector provider
  setTempInjectorRef($injector);
  this.injector.get($INJECTOR);

  // Put the injector on
  angularElement(element).data(controllerKey(INJECTOR_KEY), this.injector);

  // Wire up the ng1 rootScope to run a digest cycle whenever the zone settles
  // We need to do this in the next tick so that we don't prevent the bootup
  // stabilizing
  setTimeout(() => {
    const $rootScope = $injector.get('$rootScope');
    const subscription = this.ngZone.onMicrotaskEmpty.subscribe(() => {
      if ($rootScope.$$phase) {
        if (isDevMode()) {
          console.warn('A digest was triggered while one was already in progress. This may mean that something is triggering digests outside the Angular Zone.');
        }
        return $rootScope.$evalAsync();
      }
      return $rootScope.$digest();
    });
    $rootScope.$on('$destroy', () => { subscription.unsubscribe(); });
  }, 0);
});

$injector.get('INJECTORService') = (fn) => {
  return $rootScope.$evalAsync();
};

return $rootScope.$evalAsync();

$window.angular.resumeBootstrap = undefined;
$window.angular.resumeBootstrap = function() {
  let args = arguments;
  $window.angular.resumeBootstrap = originalResumeBootstrap;
  return ngZone.run(() => window.angular.resumeBootstrap.apply(this, args));
};

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export * from '../src/common/src/angular1';
export * from '../src/common/src/downgrade_component';
export * from '../src/common/src/downgrade_module';
export * from '../src/upgrade_component';
export * 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 * from './index';

export {angular1Providers as
Open Source Used In MSX SD-Access Service Pack 3.9.0
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm5/static.js.map
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 */

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 */

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

No license file was found, but licenses were detected in source scan.
opt_exactMatch?: boolean): Element[];
findModels(element: Element, expression: string, opt_exactMatch?: boolean): Element[];
getLocation(): string;
getLocation(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;
  $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;
  $isfunction noNg(): never;
  $noNg(): never;
  throw new Error('AngularJS v1.x is not loaded!');
  declare noNg: never;
}

AngularJS v1.x is not loaded!

/**
 * @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;
}

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

export const $COMPILE = '$compile';
export const $CONTROLLER = '$controller';
export const $DELEGATE = '$delegate';
export const $EXCEPTION_HANDLER = '$exceptionHandler';
export const $HTTP_BACKEND = '$httpBackend';
export const $INJECTOR = '$injector';
export const $INTERVAL = '$interval';
export const $PARSE = '$parse';
export const $PROVIDE = '$provide';
export const $ROOT_SCOPE = '$rootScope';
export const $SCOPE = '$scope';
export const $TEMPLATE_CACHE = '$templateCache';
export const $TEMPLATE_REQUEST = '$templateRequest';

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

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

export const REQUIRE_INJECTOR = '?^^' + INJECTOR_KEY;
export const REQUIRE_NG_MODEL =
```typescript
/**
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 * found in the LICENSE file at https://angular.io/license
 */

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}`;
  }
}
```

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

import { InInjectorService, INgModelController } from '@angular/core';

import { IInjectorService, INgModelController } from './angular1';
import { DOWNGRADED MODULE COUNT KEY, UPGRADE APP TYPE KEY } from './constants';

const DIRECTIVE_PREFIX_REGEXP = /^\w+:\-_/i;
const DIRECTIVE_SPECIAL_CHARS_REGEXP = /[:\-_]+(.)/g;

export function onError(e: any) {
  // TODO: (misko): We seem to not have a stack trace here!
  if (console.error) {
    console.error(e, e.stack);
  } else {
    // tslint:disable-next-line:no-console
    console.log(e, e.stack);
  }
  throw e;
}

export function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

export function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '').replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());
}

export function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name || type.toString().split('
')[0] || 'null';
}

export function getDowngradedModuleCount($injector: IInjectorService): number {
  return $injector.has(DOWNGRADED MODULE COUNT KEY) ? $injector.get(DOWNGRADED MODULE COUNT KEY) : 0;
}

export function getUpgradeAppType($injector: IInjectorService): UpgradeAppType {
  return $injector.has(UPGRADE APP TYPE KEY) ? $injector.get(UPGRADE APP TYPE KEY) : UpgradeAppType.None;
}

export class Deferred<R> {
  promise: Promise<R>;
  // TODO(issue/24571): remove '!'.
  resolve!: (value: R) => void;
  // TODO(issue/24571): remove '!'.
  reject!: (reason: any) => void;
  // TODO(issue/24571): remove '!'.
  then!: <T> (onFulfilled?: ((value: R) => T) | null) => Promise<T> | void;
  // TODO(issue/24571): remove '!'.
  catch!: (onRejected?: ((reason: any) => any) | null) => void;
}
```

```typescript
export const UPGRADE MODULE NAME = '$$UpgradeModule';

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 */

/**
 * 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 name and attribute have the same identifier.
 */
export class PropertyBinding {
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  // 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}`;
  }
}

/**
 * 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 name and attribute have the same identifier.
 */
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}`;
  }
}
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,
  Dynamic,
  Static,
  Static,
  Dynamic,
  Static,
}

/**
 * @return
 * Whether the passed-in component implements the subset of the
 *     `ControlValueAccessor` interface needed for
 *     `ng-model`.
 */
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);
}

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

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

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

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
  private implementsOnChanges = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};
  private componentScope: IScope;
  private componentRef: ComponentRef<any>;
  private component: any;
  private changeDetector: ChangeDetectorRef;
  private viewChangeDetector: ChangeDetectorRef;

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

  compileContents(): Node[] {
    const compiledProjectableNodes: Node[] = [];
    const projectableNodes: Node[] = this.groupProjectableNodes();
    const linkFns = projectableNodes.map(nodes =>
        this.$compile(nodes));

    this.element.empty ();
    linkFns.forEach(linkFn => {
      linkFn(this.scope,
          (clone: Node[]) => {
            compiledProjectableNodes.push(clone);
            this.element.append !(clone);
          });
    });

    return compiledProjectableNodes;
  }

  createComponent(projectableNodes: Node[]): void {
    const
        providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];
    const childInjector = Injector.create(
        {providers: providers, parent: this.parentInjector, name: name });

    this.$compileNodes();
    this.$linkFns.forEach(linkFn => {
      linkFn(this.scope,
          (clone: Node[]) => {
            compiledProjectableNodes.push(clone);
          });
    });

    return compiledProjectableNodes;
    $createComponent(projectableNodes: Node[]): void {
      const providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];
      const childInjector = Injector.create(
      {providers: providers, parent: this.parentInjector, name: name });

      'DowngradeComponentAdapter'();
      this.componentRef.parent 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
      // packages/core/src/application_ref.bootstrap() in
      // downgraded application, component creation will take place here as well as adding the
      // testability hook.

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

setupInputs();

if (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;
      if (attrs.hasOwnProperty(input.attr)) {
        let 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 `$observe()`
        // callback.
        let unwatch: Function = this.componentScope.$watch(() => {
          unwatch;
          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) {
        let watchFn =
            (prop => (currValue: any, prevValue: any) =>
                 this.updateInput(prop, prevValue, currValue))(input.prop);
        this.componentScope.$watch(expr, watchFn);
      }
    }
  }
}

let detectChanges = () => this.changeDetector.detectChanges();
let prototype =
    this.componentFactory.componentType.prototype;
this.implementsOnChanges = !!(prototype &&
  (<OnChanges>prototype).ngOnChanges);

this.componentScope.$watch(() => this.inputChangeCount,
    this.wrapCallback(() => {
      // Invoke `ngOnChanges()`
      if (this.implementsOnChanges) {
        const inputChanges = this.inputChanges;
        this.inputChanges = {};
        (<OnChanges>this.component).ngOnChanges(inputChanges);
      }
      this.viewChangeDetector.markForCheck();
      // If opted out of propagating digests, invoke change detection when inputs change.
      if (propagateDigest) {
        detectChanges();
      } else if (propagateDigest = false) {
        detectChanges();
      } // If not opted out of propagating digests, invoke change detection on every digest
      if (propagateDigest) {
        this.componentScope.$watch(this.wrapCallback(detectChanges));
      } // If necessary, attach the view so that it will be dirty-checked.
      // (Allow time for the initial input values to be set and `ngOnChanges()` to be called.)
      if (manuallyAttachView || !propagateDigest) {
        let unwatch: Function = this.componentScope.$watch(() => {
          unwatch;
          unwatch = null;
          const appRef =
            this.parentInjector.get<ApplicationRef>(ApplicationRef);
          appRef.attachView(this.componentRef.hostView);}
        );
      }
    }));

void {
  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))`;
    // order below is important - first update bindings then evaluate expressions
    if (attrs.hasOwnProperty(bindonAttr)) {
      this.subscribeToOutput(output, attrs[bindonAttr], true);
    } else if (attrs.hasOwnProperty(bracketParenAttr)) {
      this.subscribeToOutput(output, attrs[bracketParenAttr], true);
    } else if (attrs.hasOwnProperty(output.onAttr)) {
      this.subscribeToOutput(output, attrs[output.onAttr], true);
    } else if (attrs.hasOwnProperty(output.parenAttr)) {
      this.subscribeToOutput(output, attrs[output.parenAttr], 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}) |

    });

  } |

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;

}

ngContentSelectors = this.componentFactory.ngContentSelectors;

return

ngContentNodesBySelector(ngContentSelectors, this.element.contents !()); |

null |

ngContentInitializers = null * Group a set of DOM nodes into 'ngContent' groups, based on the given content selectors.

ngContentNodesBySelector(ngContentSelectors: string[], nodes: Node[]):

Node[] || = [];

let wildcardNgContentIndex: number; |

for (let i = 0, ii = ngContentSelectors.length; i < ii; ++i) |

  ngContentNodes[i] = [];

for (let j = 0, jj = nodes.length; j < jj; ++j) |

  const node = nodes[j];

  if (!(ngContentIndex !== null) |

    ngContentNodes[ngContentIndex].push(node);

  ) |

  ngContentIndices.push(node); |

ngContentInitializers.push(ngContentIndex, prop) |

null |

ngContentInitializers.length ? ngContentInitializers[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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 * the LICENSE file at https://angular.io/license
 */

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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 */

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

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 *
 * This helper function returns a factory function to be used for registering an AngularJS wrapper directive for "downgrading" an Angular component. A helper function that allows an Angular component to be used from AngularJS.
 *
 * @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 that wraps the `downgraded` component.
 *
 * For more details and examples on downgrading Angular components to AngularJS components please visit the Upgrade guide.[guide/upgrade#using-angular-components-from-angularjs-code].
 *
 * @param info contains information about the Component that is being downgraded:
 *
 * - `component: Type<any>`: The type of the Component that will be downgraded.
 * - `downgradedModule?: string`: The name of the downgraded module (if any) that the component "belongs to", as returned by a call to `downgradeModule()`. It is the module, whose corresponding Angular module will be bootstrapped, when the component needs to be instantiated.
 * - `propagateDigest?: boolean`: Whether to perform `ChangeDetectorRef#detectChanges` on the component on every `[$digest](https://docs.angularjs.org/api/ng/type/$rootScope.Scope#$digest)`.
 *
 * @returns a factory function that can be used to register the component in an AngularJS module.
 *
 * @publicApi
 */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  selectors?: string[];
}): any /* angular.IInjectable */ {
  const directiveFactory: IAnnotatedFunction = function($compile: ICompileService, $injector: INgInjectorService, $parse: IParseService) {
    // When using `downgradeModule()`, we need to handle certain things specially. For example:
    // - We always need to attach the component view to the `ApplicationRef` for it to be `dirty-checked`. We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the Angular zone.
    // - NOTE: This is not needed, when using `UpgradeModule`, because `$digest()` will be run inside the Angular zone (except if explicitly escaped, in which case we shouldn't force it back in).
    //   WARNING: It is not used in `UpgradeNg1ComponentAdapterBuilder`.
    //   When downgrading multiple modules, special handling is needed wrt injectors.
    const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
    const wrapCallback: <T>(cb: () => T) => typeof cb = !isNgUpgradeLite ? cb => cb : () => NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
    let ngZone: NgZone;
    const isNgUpgradeLite = getUpgradeAppType($injector) === UpgradeAppType.Lite;
    const wrapCallback: <T>(cb: () => T) => typeof cb = !isNgUpgradeLite ? cb => cb : () => NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
    let ngZone: NgZone;
    // When downgrading multiple modules, special handling is needed wrt injectors.
    const hasMultipleDowngradedModules = isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);
    return {
      restrict: 'E',
      terminal: true,
      require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
      link: (scope: IScope, element: IAugmentedJQuery, attrs: IAttributes, required: any[]) => {
        // We might have to compile the contents asynchronously, because this might have been triggered by `UpgradeNg1ComponentAdapterBuilder`,
        // so we need to make sure that the component is bootstrapped and ready to be used.
before the Angular templates have\n // been compiled:\n\n const ngModel: INgModelController =
 required[1];\n const parentInjector: Injector|Thenable<Injector>|undefined = required[0];\n let moduleInjector: Injector|Thenable<Injector>|undefined = undefined;\n let ranAsync = false;\n\n if (!parentInjector || hasMultipleDowngradedModules) {\n  const downgradedModule = info.downgradedModule || ";\n  const lazyModuleRefKey = \'$\{LAZY_MODULE_REF\}\$\{downgradedModule\}\';\n  const attemptedAction = \'instantiating component \'$\{getTypeName(info.component)\}\';\n  validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);\n\n  const lazyModuleRef = $injector.get(lazyModuleRefKey) as LazyModuleRef;\n  moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>;
}
\n// Notes:\n// \n// There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be\n// the same instance, but that is irrelevant);\n// `- `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must\n// be\n// on the same tree as the `NgModule` that declares this downgraded component;\n// `- `finalParentInjector` is used for all other injection purposes.\n// \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// \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's\n//   // declaring `NgModule`'s injector as `finalModuleInjector`.\n// \n// Note 1: If the\n//   `NgModule` is already bootstrapped, we just get its injector (we don't\n//   bootstrap again).\n// \n// Note 2: It is possible that (while there are multiple downgraded modules)\n// this\n//   // downgraded component and\n// its parent component both belong to the same NgModule.\n// \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// \n// If there is a parent component, use its injector as parent injector.\n// \n// If this is a `top-level` Angular component, use the module injector.\n\n\nconst doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule`\n \n  // componentFactoryResolver:\n  const componentFactoryResolver = componentFactoryResolver ||\n    moduleInjector.get(ComponentFactoryResolver);\n
  const componentFactory = ComponentFactory<any> =\n    componentFactoryResolver.resolveComponentFactory(info.component) !;\n  if (!componentFactory) {\n    throw new Error('Expecting ComponentFactory for: \'$\{getTypeName(info.component)\}\';');\n  }\n
  const injectorPromise = new ParentInjectorPromise(element);\n  const facade = new DowngradeComponentAdapter(\n    element, attrs, scope, ngModel, injector,\n    $injector, $compile, $parse,\n    componentFactory, wrapCallback);\n
  facade.createComponent(projectableNodes);\n  facade.setupInputs(isNgUpgradeLite, info.propagateDigest);\n
  facade.registerCleanup();\n  injectorPromise.resolve(facade.getInjector());\n  if (ranAsync) {\n    // If this is run async, it is possible\n    // that it is not run inside a\n    // digest and initial input values will not be detected.\n    scope.$evalAsync(() => {});\n  }\n
  const downgradeFn =\n    !isNgUpgradeLite ? doDowngrade : (pInjector:
Injector, mInjector: Injector) => {
              if (!ngZone) {
                ngZone = pInjector.get(NgZone);

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

        // NOTE: Not using `ParentInjectorPromise.all()` (which is inherited from `Promise`), because
        // Closure Compiler (or some related tool) complains:
        // `TypeError: ...$src$downgrade_component_ParentInjectorPromise.all is not a function`
        SyncPromise.all([finalParentInjector, finalModuleInjector]).then(([pInjector, mInjector]) =>
            doDowngradeFn(pInjector, mInjector));

        ranAsync = true;
      }
    };

    // bracket-notation because
    directiveFactory['$inject'] = [$COMPILE, $INJECTOR, $PARSE];

    return directiveFactory;
}

/**
 * Synchronous promise-like object to wrap parent injectors,
 * to preserve the synchronous nature of AngularJS's `Promise`.
 */
class ParentInjectorPromise extends SyncPromise<Injector> {
  private injectorKey: string = controllerKey(INJECTOR_KEY);

  constructor(private element: IAugmentedJQuery) {
    super();

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

    // Resolve the promise.
    super.resolve(injector: Injector: void {ln // Store the real injector on the element.
      ln *\n      (this.injectorKey, injector).

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

    // Resolve the promise.
    super.resolve(injector: Injector);
    ln |un\n
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    LICENSE file at https://angular.io/license
*/

import {Injector} from '@angular/core';
import {IInjectorService} from './angular1';
import {INJECTOR, INJECTOR_KEY} from './constants';
import {getTypeName, isFunction, validateInjectionKey} from './util';

/**
 * @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()`.
 *
 * @returns a 
 * function that provides access to the Angular service identified by the
 * `token` parameter.
 */
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;
}

/**
 * @license
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 * Reserved.
 *
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 * LICENSE file at https://angular.io/license
 */

import {Injector} from '@angular/core';
import {IInjectorService} from './angular1';
import {INJECTOR, INJECTOR_KEY} from './constants';
import {getTypeName, isFunction, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function to
 * allow an Angular service to be accessible from AngularJS.
 *
 * *Part of the
 * [upgrade/static](api?query=upgrade%2Fstatic)
 * library for hybrid upgrade apps that support AOT compilation*
 *
 * This helper function returns a factory function that provides access to the
 * Angular service identified by the
 * `token` parameter. It is used for hybrid upgrade apps that support
 * AOT compilation.
 *
 * @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()`.
 *
 * @returns a 
 * function that provides access to the Angular service identified by the
 * `token` parameter.
 */
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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* found in the LICENSE file at https://angular.io/license

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

import { DirectiveRequireProperty, IAugmentedJQuery,
  ICloneAttachFunction, ICompileService, IController, IControllerService, IDirective, IHttpBackendService,
  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';

const
  REQUIRE_PREFIX_RE = /^(\^\^?)?(\?)?(\^\^?)?/;

export interface IBindingDestination {
  [key: string]: any;
  $onChanges?: (changes: SimpleChanges) => void;
}

export interface IControllerInstance
  extends IBindingDestination {
  $doCheck?: () => void;
  $onDestroy?: () => void;
  $onInit?: () => void;
  $postLink?: () => void;
}

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
    // 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.controllerAs); //
    //   this.Element.data (controllerKey(this.directive.name!), controller);
    //   return controller;

    this.compileTemplate(template?: string) {
      this.$linkFn = function (template) {
        const $compile = angularElement($scope).
        // 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/7d43c8d28553267f955f71e72a48377915613f9d9/src/manipulation.js#L223
        // https://github.com/angular/angular.js/blob/26dcd5f839f202a35d224b2aa57db864d689c82/src/jqLite.js#L306-
    }
```
angularElement.cleanData(this.element.querySelectorAll('*'));

  prepareTransclusion(): ILinkFn|undefined
  {
    const transclude = this.directive.transclude;
    const contentChildNodes = this.extractChildNodes();
    const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
      // Since AngularJS v1.5.8, `cloneAttachFn` will try to destroy the transclusion scope if
      // `$template` is empty. Since the transcluded content comes from Angular, not AngularJS, the
      // there will be no transclusion scope here. // Provide a dummy `scope.$destroy()` method
to prevent `cloneAttachFn` from throwing.
      return cloneAttachFn !($template, scope);
    };
    let $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[selector] = slotName;
        slots[slotName] = null; // `null`: Defined but not yet filled.
        filledSlots[slotName] = optional;  // Consider optional slots as filled.
      });
      Object.keys(filledSlots).filter(slotName => filledSlots[slotName]).forEach(slotName => {
        const nodes = slots[slotName];
        slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
          return cloneAttach!(nodes, scope);
        };
      });
      $template.forEach(node => {
        if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
          node.nodeValue = '\u200C';
        }
      });
    }
    return attachChildrenFn.$$slots = slots;
  }

  resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {
    const directiveRequire = this.getDirectiveRequire();
    const requiredControllers = this.resolveRequire(directiveRequire);
    if (controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
      const requiredControllersMap = requiredControllers as {key: string}: IControllerInstance;
      Object.keys(requiredControllersMap).forEach(key => {
        controllerInstance[key] = requiredControllersMap[key];
      });
    }
    return requiredControllers;
  }

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

  private extractChildNodes(): Node[] {
    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;
        }
      });
    }
  }

L312
  `cleanData` will invoke the AngularJS `$destroy` DOM event
https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aabb70d86d4d688c82/src/Angular.js#L1911-L1924
}
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;
} instead of SingleOrListOrMap<T>;
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},
  $injector: IInjectorService): Promise<string[]> {
  const promises = Object.keys(exportedComponents).map(name => {
    const exportedComponent = exportedComponents[name];
    exportedComponent.directive = UpgradeHelper.getDirective(Sinjector, name); exportedComponent.extractBindings();
    return Promise.resolve(UpgradeHelper.getTemplate($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;
  directive: IDirective;
  element: Element;
  $element: any = null;
  componentScope: IScope;

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

    const controllerType = this.directive.controller;

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

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

    // Collect contents, insert and compile template
    const attachChildNodes = !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 && controllerType;

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

    // Require other controllers
    const requiredControllers =
      this.helper.resolveAndBindRequiredControllers(this.controllerInstance);
    if (this.controllerInstance) {
      this.controllerInstance.$OnInit();
      this.controllerInstance.$onInit();
      this.controllerInstance.$onChanges();
      this.controllerInstance.$doCheck();
      this.controllerInstance.$onAfterDependencies();
      const template = this.template;
      const ngOnInit = this.ngOnInit;
      const postLink = this.postLink;
      const postLinkFn = this.postLinkFn;
      if (postLink) {
        postLinkFn(this.componentScope, this.$element, template, أبوه
          attributes: Attributes,
          ngOnInit, ngOnChanges, postLinkFn, postLink);
      } else {
        postLinkFn = this.postLinkFn;
        if (postLink) {
          postLinkFn(this.componentScope, this.$element, template, أبوه
            attributes: Attributes,
            ngOnInit, ngOnChanges, postLinkFn, postLink);
        } else {
          postLinkFn = this.postLinkFn;
        }
      }
      if (ngOnInit) {
        ngOnInit();
      }
      if (postLink) {
        postLinkFn(this.componentScope, this.$element, template, أبوه
          attributes: Attributes,
          ngOnInit, ngOnChanges, postLinkFn, postLink);
      } else {
        postLinkFn = this.postLinkFn;
        if (postLink) {
          postLinkFn(this.componentScope, this.$element, template, أبوه
            attributes: Attributes,
            ngOnInit, ngOnChanges, postLinkFn, postLink);
        } else {
          postLinkFn = this.postLinkFn;
        }
      }
    }
    // Hook: $onInit

function (this.destinationObj !.$onChanges) {
  this.destinationObj !.$onChanges
  !(ng1Changes);
}

const checkProperties = this.checkProperties;
const protOuts = this.propOuts;
checkProperties.forEach((propName, i) => {
  this.checkLastValues[i] = lastValues[i];

  if (!strictEquals(last, value)) {
    const eventEmitter: EventEmitter<any> = (this as any)[protOuts[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;
}
Open Source Used In MSX SD-Access Service Pack 3.9.0
Definition Object

```
Open Source Used In MSX SD-Access Service Pack 3.9.0

`compile`: not supported because the host element is owned by Angular, which does
not allow modifying DOM structure during compilation.

- `controller`: supported. (NOTE: injection of `$attrs` and `transclude` is not supported.)
- `controllerAs`: supported.
- `bindToController`: supported.
- `link`: supported. (NOTE: only pre-link function is supported.)
- `name`: supported.
- `priority`: ignored.
- `replace`: not supported.
- `require`: supported. (NOTE: must be set to `E`.)
- `restrict`: ignored.
- `scope`: supported.
- `template`: supported.
- `templateUrl`: supported.
- `terminal`: ignored.
- `transclude`: supported.
- `transclude.controller`: supported.
- `transclude.controllerAs`: supported.
- `transclude.controllerAsName`: supported.
- `transclude.directives`: supported.
- `transclude.function`: supported.
- `transclude.html`: supported.
- `transclude.template`: supported.
- `transclude.templateUrl`: supported.
- `transclude.terminal`: ignored.

- `require`: supported.
- `restrict`: must be set to `E`.

- `scope`: supported.
- `template`: supported.
- `templateUrl`: supported.
- `terminal`: ignored.

### Example

```js
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>{{name}}')
} class Ng2Component {
  constructor() {
  }
}

@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");
});
```

```
@upgradeNg1Component(name: string): Type<any> {
  if ((<any>this.ng1ComponentsToBeUpgraded).hasOwnProperty(name)) {
    return this.ng1ComponentsToBeUpgraded[name].type;
  } else {
    return (this.ng1ComponentsToBeUpgraded[name] = new UpgradeNg1ComponentAdapterBuilder(name)).type;
  }
}

registerForNg1Tests(modules?: string[]): UpgradeAdapterRef {
  const windowNgMock = (window as any).angular.mock;
  if (!windowNgMock || !windowNgMock.module) {
    throw new Error('Failed to find `angular.mock.module()`.');
  }
  this.declareNg1Module(modules);
  windowNgMock.module(this.ng1Module.name);
  return new UpgradeAdapterRef();
}

bootstrapEntryPoint(): UpgradeAdapterRef {
  return new UpgradeAdapterRef();
}

throwNewError(FailedToFindAngularMockModule);
Open Source Used In MSX SD-Access Service Pack 3.9.0

```typescript
import { NgModule } from '@angular/core';
import { BrowserModule } from '@angular/platform-browser';

@NgModule({
  declarations: [Ng2],
  imports: [BrowserModule]
})
export class Ng2 {}

const adapter = Ng1Adapter();
adapter.upgradeNg1Component('ng1')
  * class Ng2 {
  *   * @NgModule({
  *     * declarations: [Ng2,
  *     *   * adapter.upgradeNg1Component('ng1')]
  *   * }
  *   * imports: [BrowserModule]
  *   * })
  * } * document.body.innerHTML = '<ng2 name="World">project</ng2>';

} * * *

* 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)["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 = () => { originalResumeBootstrap(); resolve(); return r; }
    } else {
      resolve();
      windowAngular.resumeBootstrap = originalResumeBootstrap;
    }
  }).then((ng1Injector) => {
    angularElement(element).data !(controllerKey(INJECTOR_KEY), this.moduleRef !.injector);
    this.moduleRef !.injector.get<NgZone>(NgZone).run(() => { (<any>upgrade)._bootstrapDone(this.moduleRef,
      ng1BootstrapPromise); });
  }, onError);
  return upgrade;

  /**
   * Declare the AngularJS upgrade module for this adapter without bootstrapping the whole
   * hybrid application.
   *
   * @usageNotes
   * ### Example
   *
   * ```
   * const
   * ```
   */
  private 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: true });
    this.ng2BootstrapDeferred = new Deferred();
    ng1Module.constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Dynamic)
      .factory(INJECTOR_KEY, () => this.moduleRef !.injector.get(Injector))
      .factory(
        LAZY_MODULE_REF,
        [INJECTOR_KEY, (injector: Injector) => ({ injector } as LazyModuleRef)
      ).constant(NG_ZONE_KEY, this.ngZone)
      .factory(COMPILED_KEY, () => this.moduleRef
```
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
    this.ng2BootstrapDeferred.resolve(this.injector), onError) => {
      // This moduleRef is re-created on each promise.
      // We should never do this.
      return rootScope.$apply();
    };

    rootScopePrototype.$apply = originalSapplyFn;  // restore original Sapply
    while (delayApplyExp.length) {
      rootScopePrototype.$apply(delayApplyExp.shift());
    }

    return rootScope.$digest();
  }

  // @ng2UpgradeModule for UpgradeNg1ComponentAdapterBuilder
  .bootstrapModule() DynamicNgUpgradeModule,
  // [this.compilerOptions !, ngZone: this.ngZone]
  platformRef
  .bootstrapModule()
  .DynamicNgUpgradeModule,
  // [this.compilerOptions !, ngZone: this.ngZone]
  this.ngZone.run() => {
    if (rootScopePrototype) {
      this.ng2BootstrapDeferred.$apply = originalSapplyFn;  // restore original $apply
      while (delayApplyExp.length) {
        rootScopePrototype.$apply(delayApplyExp.shift());
      }

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

  return rootScope.$digest();
}

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
    this.injector.$destroy(1); return rootScope.$destroy();
    subscription.unsubscribe();

    return rootScope.$digest();
  }

  return rootScope.$digest();
}

// @ng2UpgradeModule for UpgradeNg1ComponentAdapterBuilder
.platformRef
  .bootstrapModule()
  .DynamicNgUpgradeModule,
  // [this.compilerOptions !, ngZone: this.ngZone]
  this.ngZone.run() => {
    if (rootScopePrototype) {
      this.ng2BootstrapDeferred.$apply = originalSapplyFn;  // restore original $apply
      while (delayApplyExp.length) {
        rootScopePrototype.$apply(delayApplyExp.shift());
      }

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

  return rootScope.$digest();
}

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
    this.injector.$destroy(1); return rootScope.$destroy();
    subscription.unsubscribe();

    return rootScope.$digest();
  }

  return rootScope.$digest();
}

class ParentInjectorPromise {
  // TODO(issue/24571): remove '!'.
  private injector !: Injector;
  private callbacks: ((injector: Injector) => any)[] = [];

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      callback(this.injector);
    } else {
      this.callbacks.push(callback);
    }
  }

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    this.injector.$destroy(1); return rootScope.$destroy();
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  }

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    if (this.injector) {
      callback(this.injector);
    } else {
      this.callbacks.push(callback);
    }
  }

  resolve(injector: Injector) {
    this.injector = injector;
    // reset the
    this.injector.$destroy(1); return rootScope.$destroy();
    subscription.unsubscribe();

    return rootScope.$digest();
  }

  return rootScope.$digest();
}
function createElementData(element) {
    var controllerKey = InjectorKey
    var elementData = (controllerKey.INJECTOR_KEY), 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;
  }
}

/**
 * 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 *application has been brought up.
   * 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.$destroy();
    this.ng2ModuleRef !.destroy();
  }
}

/**
 * @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
 */

/**
 * Entry point
 * for all public APIs of this package. allowing
 * Angular 1 and Angular 2+ to run side by side in the same
 * application.
 */
export {VERSION} from './src/common/src/version';
export {UpgradeAdapter,
  UpgradeAdapterRef} from './src/dynamic/src/upgrade_adapter';

// This file only re-exports content of the `src` folder. Keep it that way.
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/ in names, but it replaces this file with production index.ts when
it rewrites private symbol/ in names, but it
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1379
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/fesm5/upgrade.js.map

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

```javascript
{}
```

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function isFunction(value) {
    return typeof value === 'function';
}

function validateInjectionKey($injector, downgradedModule, injectionKey, attemptedAction) {
    var upgradedAppType = getUpgradeAppType($injector);
    var downgradedModuleCount = getDowngradedModuleCount($injector);
    if (downgradedModuleCount >= 2) throw new Error('Error while ' + attemptedAction + ' as you are downgrading more than one Angular module.' +
        ' Did you forget to downgrade an Angular module or include it in the AngularJS application?');
    break;
}

function validateInjectionKey($injector, downgradedModule, injectionKey, attemptedAction) {
    var upgradeAppType = getUpgradeAppType($injector);
    var downgradedModuleCount = getDowngradedModuleCount($injector);
    // Check for common errors:
    switch (upgradeAppType) {
        case 1 /* Dynamic */:
            break;
        case 3 /* Lite */:
            break;
        default:
            throw new Error('Error while ' + attemptedAction + ' as you are downgrading more than one Angular module.' +
                ' Did you forget to downgrade an Angular module or include it in the AngularJS application?');
    }
}

var Deferred = function Deferred() {
    var _this = this;
    this.promise = new Promise(function (res, rej) {
        _this.resolve = res;
        _this.reject = rej;
    });
}

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

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

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

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var INITIAL_VALUE = {
    __UNINITIALIZED__: true
};

var DowngradeComponentAdapter = 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 = $parse;
    this.componentFactory = componentFactory;
    this.wrapCallback = wrapCallback;
    this.implementsOnChanges = false;
    this.inputChangeCount = 0;
    this.inputChanges = {};
    this.componentScope = scope.$new();
    this.ngModel = ngModel;
    this.parentInjector = parentInjector;
    this.$injector = $injector;
    this.$compile = $compile;
    this.$parse = $parse;
    this.componentFactory = componentFactory;
    this.$compile = $compile;
    this.implementsOnChanges = false;
    this.inputChangeCount = 0;
    this.inputChanges = {};
    this.componentScope = scope.$new();
    this.ngModel = ngModel;
    this.parentInjector = parentInjector;
    this.$injector = $injector;
    this.$compile = $compile;
    this.$parse = $parse;
    this.componentFactory = componentFactory;
    this.$compile = $compile;
    this.implementsOnChanges = false;
    this.inputChangeCount = 0;
    this.inputChanges = {};
    this.componentScope = scope.$new();
    this.ngModel = ngModel;
    this.parentInjector = parentInjector;
    this.$injector = $injector;
    this.$compile = $compile;
    this.$parse = $parse;
    this.componentFactory = componentFactory;
    this.$compile = $compile;
    this.implementsOnChanges = false;
    this.inputChangeCount = 0;
    this.inputChanges = {};
    this.componentScope = scope.$new();
    this.ngModel = ngModel;
    this.parentInjector = parentInjector;
    this.$injector = $injector;
    this.$compile = $compile;
    this.$parse = $parse;
    this.componentFactory = componentFactory;
    this.$compile = $compile;
    this.implementsOnChanges = false;
    this.inputChangeCount = 0;
    this.inputChanges = {};
    this.componentScope = scope.$new();
    this.ngModel = ngModel;
    this.parentInjector = parentInjector;
    this.$injector = $injector;
    this.$compile = $compile;
    this.$parse = $parse;
    this.componentFactory = componentFactory;
    this.$compile = $compile;
    this.implementsOnChanges = false;
    this.inputChangeCount = 0;
    this.inputChanges = {};
    this.componentScope = scope.$new();
    this.ngModel = ngModel;
    this.parentInjector = parentInjector;
    this.$injector = $injector;
    this.$compile = $compile;
    this.$parse = $parse;
    this.componentFactory = componentFactory;
    this.$compile = $compile;
```typescript
var _this = this;

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)) {
                    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);
    }
}

for (var i = 0; i < inputs.length; i++) {
    _loop_1(i);
}

if (this.implementsOnChanges) {
    var inputChanges = _this.inputChanges;
    _this.inputChanges = {};
    _this.updateInput(prop, prevValue, curValue);
    prevValue = curValue;
    
    this.component.ngOnChanges(inputChanges);
}

if (!propagateDigest) {
    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 opted out of propagating digests, invoke change detection when inputs change.
// If not opted out of propagating digests, invoke change detection on every digest
```
unwatch_2 = this.componentScope.$watch(function () {
    unwatch_2();
    unwatch_2 = null;
    var appRef = _this.parentInjector.get(core.ApplicationRef);
    appRef.attachView(_this.componentRef.hostView);
});

DowngradeComponentAdapter.prototype.setupOutputs = function () {
    var attrs = this.attrs;
    var outputs = this.componentFactory.outputs || [];
    for (var j = 0; j < outputs.length; j++) {
        var output = new PropertyBinding(outputs[j].propName, outputs[j].templateName);
        var bindonAttr = output.bindonAttr.substring(0, output.bindonAttr.length - 6);
        var bracketParenAttr = "[(" + output.bracketParenAttr.substring(2, output.bracketParenAttr.length - 8) + ")]";
        if (attrs.hasOwnProperty(bindonAttr)) {
            this.subscribeToOutput(output, attrs[bindonAttr], true);
        }
        if (attrs.hasOwnProperty(bracketParenAttr)) {
            this.subscribeToOutput(output, attrs[bracketParenAttr], true);
        }
        if (attrs.hasOwnProperty(output.onAttr)) {
            this.subscribeToOutput(output, attrs[output.onAttr]);
        }
        if (attrs.hasOwnProperty(output.parenAttr)) {
            this.subscribeToOutput(output, attrs[output.parenAttr]);
        }
    }
}

DowngradeComponentAdapter.prototype.subscribeToOutput = function (output, expr, isAssignment) {
    var _this = this;
    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.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());
}

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

function findMatchingNgContentIndex(node, ngContentSelectors) {
    var ngContentIndices = [];
    var wildcardNgContentIndex = -1;
    for (var i = 0; i < ngContentSelectors.length; i++) {
        var node = ngContentIndices[i];
        var ngContentIndex = findMatchingNgContentIndex(node, ngContentSelectors);
        if (ngContentIndex != null) {
            projectableNodes[ngContentIndex].push(node);
        }
    }
    return projectableNodes;
}

function findMatchingNgContentIndex(node, element, ngContentSelectors) {
    var ngContentIndices = [];
    var wildcardNgContentIndex = -1;
    for (var i = 0; i < ngContentSelectors.length; i++) {
        var selector = ngContentSelectors[i];
        if (selector === '*') {
            wildcardNgContentIndex = i;
        }
        else {
            if (matchesSelector(element, selector)) {
                ngContentIndices.push(i);
            }
        }
    }
    ngContentIndices.sort();
    if (wildcardNgContentIndex !== -1) {
        ngContentIndices.push(wildcardNgContentIndex);
    }
}
function downgradeComponent(info) {
    var directiveFactory = function ($compile, $injector, $parse) {
        // When using `downgradeModule()`, we need to handle certain things specially. For
        // every
        // - We always need to attach the component view to the `ApplicationRef` for it to be
        //   * @publicApi
        //   */
        var SyncPromise = /** @class */ (function () {
            function SyncPromise() {
                this.resolved = false;
                this.callbacks = [];
            }

            /**
             * Synchronous, promise-like object.
             */
            var SyncPromise = function (value) {
                // Do nothing, if already resolved.
                if (this.resolved)
                    return this.value;
                this.value = value;
                this.resolved = true;
                // Run the
                this.callbacks.forEach(function (callback) { return callback(value); });
            }

            /**
             * @license
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             * *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 isThenable(obj) {
                return !!obj && isFunction(obj.then);
            }

            /**
             * Returns a factory function that we
             * can use to define the AngularJS directive that wraps the
             * component needs\n * to be
             * made available in AngularJS templates.\n * *n * @example upgrade/static/ts/full/module.ts region="ng2-heroes\n" * Part of the
             * library for hybrid upgrade apps that support AOT
             * compilation\n * *n * This helper function returns a factory function to be used for registering
             * an
             * AngularJS wrapper directive for `\ndowngrading\n` an Angular component.\n * *n * @usageNotes\n * Examples\n * *n * Let's assume that you have an Angular component called `ng2Heroes` that needs\n * to be
     * available inside AngularJS templates.\n * *n * We must create an AngularJS [directive](https://docs.angularjs.org/guide/directive)\n * that will make this Angular component available inside AngularJS templates.\n * *n * The `\ndowngradeComponent()`\n * function returns a factory function that we\n * can use to define the AngularJS directive that wraps the
 * \`\ndowngraded\n` component.\n * *n * @example upgrade/static/ts/full/module.ts region="ng2-heroes-wrappers\n" * *n * For more details and examples on downgrading Angular components to AngularJS
 * components please\n * visit the [Upgrade guide](guide/upgrade#using-angular-components-from-angularjs-code)\n * *n * @param info contains information about the Component that is being downgraded\n * *n * - `\ncomponent: Type<any>`: The type of the Component that will be downgraded\n * - `\ndowngradedModule?:
     * string`: The name of the downgraded module (if any) that the component\n * - "belongs to", as returned by a call to `\ndowngradeModule()`.
 * It is the module, whose\n * corresponding Angular module will be bootstrapped, when the component needs to be instantiated.\n * *n * If the option is only necessary when using
 * - `\ndowngradeModule()` to downgrade more than one\n * *n * Angular module.\n * *n * - `\npropagateDigest?: boolean`: Whether to perform @link ChangeDetectorRef#detectChanges\n * change detection) on the component on every\n * [SvgDigest](https://docs.angularjs.org/api/ng/type/SrcRootScope.Scope#$digest). If set to `false`,\n * *n * change detection will still be performed when any of the component's inputs changes.\n * *n * (Default: true)\n * *n * @returns a factory function that can be used to register the component in an\n * *n * AngularJS module.\n * *n * @publicApi\n * *n * function downgradeComponent(info) {
 * var directiveFactory = function (Scompile, Sinjector, $parse) {
 * // When using `\ndowngradeModule()`, we need to handle certain things specially. For
 * example:\n * // We always need to attach the view to the `\nApplicationRef` for it to be\n
dirty-checked.
// We need to ensure callbacks to Angular APIs (e.g. change detection) are run inside the
// Angular zone.
// NOTE: This is not needed, when using 'UpgradeModule', because `$digest()`
// will be run inside the Angular zone (except if explicitly escaped, in which case we shouldn't)
// force it back in).
var isNgUpgradeLite = isUpgradeAppType($injector) === 3 /* Lite */;
var wrapCallback = isNgUpgradeLite ? function (cb) { return cb; } : function (cb) { return function () { return core.NgZone.isInAngularZone() ? cb() : ngZone.run(cb); } };
var ngZone;
// When downgrading multiple modules, special handling is needed wrt injectors.
var hasMultipleDowngradedModules = isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);
return [\n  terminal: true,\n  require: [requireInjector, requireNgModel],\n  link: function (scope, element, attrs, required) {\n    // 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) {\n      var downgradedModule = info.downgradedModule || '';
      var lazyModuleRefKey = '\n' + LAZY_MODULE_REF + downgradedModule;\n      var attemptedAction = 'instantiating component ' + '\n' + getTypeName(info.component) + '\n';
      validateInjectionKey($injector, downgradedModule, lazyModuleRefKey, attemptedAction);
      var lazyModuleRef = $injector.get(lazyModuleRefKey);
      moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise;\n    } \n    // There are two injectors: 'finalModuleInjector' and 'finalParentInjector' (they might be\n    // 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.)\n    // There are basically three cases:
    // - 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 thus a 'parentInjector') and we
    // are sure that it\n      // belongs to the same 'NgModule' as this downgraded component (e.g. because there
    // is only\n      // one downgraded module, we use that 'parentInjector' as both 'finalModuleInjector' and
    // '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'\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
    // 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\n      // really affect anything, since 'parentInjector' has 'moduleInjector' as ancestor\n      // and trying to resolve 'ComponentFactoryResolver' from either one will return\n      // the same instance.\n    // If there is a parent component, use its injector as parent
    // injector.\n    // If this is a 'top-level' Angular component, use the module injector.\n    var 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    var finalModuleInjector = moduleInjector || parentInjector;\n    var doDowngrade = function (injector, moduleInjector) {\n      // Retrieve 'ComponentFactoryResolver' from the injector tied to the 'NgModule' this\n      // component belongs to.\n      var componentFactoryResolver =
moduleInjector.get(core.ComponentFactoryResolver);
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, $compile, $parse,
componentFactory, wrapCallback);
var projectableNodes = facade.createComponent();

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 \n // digest and initial input values will not be
detected.
    scope.$evalAsync(function () { });
}
var downgradeFn = !isNgUpgradeLite ? doDowngrade : function (pInjector, mInjector) {
    if (!ngZone)
        ngZone = pInjector.get(core.NgZone);
    wrapCallback(function () { return doDowngrade(pInjector, mInjector); })();
}
// NOTE:\n    // Not using `ParentInjectorPromise.all()` (which is inherited from `SyncPromise`), because\n    // Closure Compiler (or some related tool) complains:\n    // `TypeError: ...$src$downgrade_component_ParentInjectorPromise.all is not a function`\n
SyncPromise.all([finalParentInjector, finalModuleInjector])
    .then(function (_a) {
        var _b = __read(_a, 2), pInjector = _b[0], mInjector = _b[1];
        return downgradeFn(pInjector,
            mInjector);
    });

var _this = controllerKey(INJECTOR_KEY);
this.injectorKey = controllerKey(INJECTOR_KEY);
// Store the promise on the element.
this.element.data(this.injectorKey,
    pInjector);

var _this = super.call(this);

this.element = element;

this.injectorKey = controllerKey(INJECTOR_KEY);
// Store the real injector on the element.
this.element.data(this.injectorKey,
    injector);

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

    // Resolve the promise.
    super.prototype.resolve.call(this, injector);
    return parentInjectorPromise;
}

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

/**
 * @description
 *
 * A helper function to allow an Angular
 * service to be accessible from AngularJS.
 *
 * *Part of the 
 * 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.
 *
 * *Usage Notes*
 * *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 a
 * defined
 * `HeroesService` and that we have included this in our upgrade app
 * `NgModule` and
 * `UpgradeModule.forRoot([HeroesService])`.
 *
 * Now we can register the `downgradeInjectable` factory function for the service on an AngularJS 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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```javascript
// This code can be optimized with Closure Compiler.

var locals = {
    '$scope': $scope,
    '$element': this.$element

// We do not pre-assign bindings on the controller instance.

UpgradeHelper.prototype.buildController = function (controllerType, $scope) {
    // TODO:
    throw new Error("Directive '" + directive.name + "' is not a component, it is missing template.");
}

if (status === 200) {
    resolve($templateCache_1.put(url_1, response));
}
```

```javascript
UpgradeHelper.getTemplate = function ($injector, directive, fetchRemoteTemplate, $element) {
    if (directive.template !== undefined)
        return template;
    else if (!fetchRemoteTemplate)
        getOrCall(directive.template, $element);
    var template = $templateCache_1.get(url_1);
    if (template !== undefined)
        return template;
    else if (fetchRemoteTemplate)
        getUrl_1 = getOrCall(directive.templateUrl, $element);
    var template = $templateCache_1.get(url_1);
    if (template !== undefined)
        return template;
    else if (!fetchRemoteTemplate)
```

```bash
// AngularJS will transform 'link: xyz' to 'compile: () => xyz'. So we can only tell there was a link by user-defined `compile` if there is no 'link'. In other cases, we will just ignore 'compile'. if (directive.compile && !directive.link)
```
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();
    element.cleanData([this.element]);
    element.cleanData(this.element.querySelectorAll('*'));
};
 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
        // `$template` is empty. Since the transcluded content comes from
        // Angular, not AngularJS, `var this = this;` will be
        // no transclusion scope here. // Provide a dummy
        // `scope.$destroy()` method to prevent `cloneAttachFn` from throwing.
        // Since AngularJS v1.6+, `cloneAttachFn` will
        // invoke the AngularJS `$destroy` DOM event
        // `cleanData` will invoke the AngularJS `$destroy` DOM event
        // `cleanData` will invoke the AngularJS `$destroy` DOM event
        return cloneAttachFn($template, scope);
    };
    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);
            var optional = selector.charAt(0) === '?';
            selector = optional ? selector.substring(1) : selector;
            slotMap_1[directiveNormalize(selector.toLowerCase())] = slotName;
            slots_1[slotName] = null; // `null`:
            filledSlots_1[slotName] = optional; // Consider optional slots as filled.
            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);
                }
            });
            Object.keys(transclude).forEach(function (slotName) {
                if (transclude[slotName]) {
                    var selector = transclude[slotName];
                    slotMap_1[selector] = slotName;
                    slots_1[slotName] = null; // `null`:
                    Object.keys(selector.substring(1)).forEach(function (slotName) {
                        if (transclude[slotName]) {
                            throw new Error("Required transclusion slot "+ slotName + " on directive: "+ _this.name);
                        }
                    });
                    var node = Object.keys(slots_1).filter(function (slotName) {
                        return slots_1[slotName];
                    });
                    var nodes = slots_1[slotName];
                    slots_1[slotName] = function (scope, cloneAttach) {
                        return cloneAttach(nodes, scope);
                    };
                    var $slots = slots_1; // AngularJS v1.6+ ignores empty or whitespace-only transcluded text nodes. But Angular
                    // removes all text content after the first interpolation and updates it later, after
                    // evaluating the expressions. This would result in AngularJS failing to recognize text
                    // nodes that start with an interpolation as transcluded content and use the fallback
                    // content instead. // To avoid this issue, we add
                    // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-
                    // joiner) to default slot transclude fn.
                    attachChildrenFn.$slots = slots_1;
                    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];
                    });
                }
            });
            // 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
            // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-
            // Joiner) to default slot transclude fn.
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            // 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
            // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-
            // Joiner) to default slot transclude fn.
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            // 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
            // [zero-width non-joiner character](https://en.wikipedia.org/wiki/Zero-width_non-
            // Joiner) to default slot transclude fn.
            // 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 faili
(node.nodeType === Node.TEXT_NODE && !node.nodeValue) {\n
node.nodeValue = '\\u200C';\n
}\n
});\n
}\n
return attachChildrenFn;\n
};\n
UpgradeHelper.prototype.resolveAndBindRequiredControllers = function (controllerInstance) {\n
var
directiveRequire = this.getDirectiveRequire();\n
var requiredControllers =
this.resolveRequire(directiveRequire);\n
if (controllerInstance && this.directive.bindToController &&
isMap(directiveRequire)) {\n
var requiredControllersMap_1 = requiredControllers;\n
Object.keys(requiredControllersMap_1).forEach(function (key) {\n
controllerInstance[key] =
requiredControllersMap_1[key];\n
});\n
}\n
return requiredControllers;\n
};\n
UpgradeHelper.prototype.compileHtml = function (html) {\n
this.element.innerHTML = html;\n
return
this.$compile(this.element.childNodes);\n
};\n
UpgradeHelper.prototype.extractChildNodes = function ()
{\n
var childNodes = [];\n
var childNode;\n
while (childNode = this.element.firstChild) {\n
this.element.removeChild(childNode);\n
childNodes.push(childNode);\n
}\n
return
childNodes;\n
};\n
UpgradeHelper.prototype.getDirectiveRequire = function () {\n
var require =
this.directive.require || (this.directive.controller && this.directive.name);\n
if (isMap(require)) {\n
Object.keys(require).forEach(function (key) {\n
var value = require[key];\n
var match =
value.match(REQUIRE_PREFIX_RE);\n
var name = value.substring(match[0].length);\n
if
(!name) {\n
require[key] = match[0] + key;\n
}\n
});\n
}\n
return
require;\n
};\n
UpgradeHelper.prototype.resolveRequire = function (require, controllerInstance) {\n
var _this = this;\n
if (!require) {\n
return null;\n
}\n
else if (Array.isArray(require)) {\n
return require.map(function (req) { return _this.resolveRequire(req); });\n
}\n
else if (typeof
require === 'object') {\n
var value_1 = {};\n
Object.keys(require).forEach(function (key) { return
value_1[key] = _this.resolveRequire(require[key]); });\n
return value_1;\n
}\n
else if (typeof
require === 'string') {\n
var match = require.match(REQUIRE_PREFIX_RE);\n
var inheritType
= match[1] || match[3];\n
var name_1 = require.substring(match[0].length);\n
var isOptional =
!!match[2];\n
var searchParents = !!inheritType;\n
var startOnParent = inheritType === '^^';\n
var ctrlKey = controllerKey(name_1);\n
var elem = startOnParent ? this.$element.parent() :
this.$element;\n
var value = searchParents ? elem.inheritedData(ctrlKey) : elem.data(ctrlKey);\n
if (!value && !isOptional) {\n
throw new Error(\"Unable to find required '\" + require + \"' in upgraded
directive '\" + this.name + \"'.\");\n
}\n
return value;\n
}\n
else {\n
throw
new Error(\"Unrecognized 'require' syntax on upgraded directive '\" + this.name + \"': \" + require);\n
}\n
};\n
return UpgradeHelper;\n }());\n function getOrCall(property) {\n
var args = [];\n
for (var _i =
1; _i < arguments.length; _i++) {\n
args[_i - 1] = arguments[_i];\n
}\n
return isFunction(property) ?
property.apply(void 0, __spread(args)) : property;\n }\n // NOTE: Only works for `typeof T !== 'object'`.\n
function isMap(value) {\n
return value && !Array.isArray(value) && typeof value === 'object';\n }\n
function notSupported(name, feature) {\n
throw new Error(\"Upgraded directive '\" + name + \"' contains
unsupported feature: '\" + feature + \"'.\");\n }\n\n /**\n * @license\n * Copyright Google Inc. All Rights
Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can be\n * found in the
LICENSE file at https://angular.io/license\n */\n var CAMEL_CASE = /([A-Z])/g;\n var INITIAL_VALUE$1
= {\n
__UNINITIALIZED__: true\n };\n var NOT_SUPPORTED = 'NOT_SUPPORTED';\n var
UpgradeNg1ComponentAdapterBuilder = /** @class */ (function () {\n
function
UpgradeNg1ComponentAdapterBuilder(name) {\n
this.name = name;\n
this.inputs = [];\n
this.inputsRename = [];\n
this.outputs = [];\n
this.outputsRename = [];\n
this.propertyOutputs =
[];\n
this.checkProperties = [];\n
this.propertyMap = {};\n
this.directive = null;\n
var
selector = name.replace(CAMEL_CASE, function (all, next) { return '-' + next.toLowerCase(); });\n
var self
= this;\n
// Note: There is a bug in TS 2.4 that prevents us from\n
// inlining this into @Directive\n
// TODO(tbosch): find or file a bug against TypeScript for this.\n
var directive = { selector: selector, inputs:
this.inputsRename, outputs: this.outputsRename };\n
var MyClass = /** @class */ (function (_super) {\n
__extends(MyClass, _super);\n
function MyClass(scope, injector, elementRef) {\n
var _this

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```javascript
this;  
                    _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;
```
UpgradeNg1ComponentAdapter.prototype.ngOnInit = function () {
    // Collect contents, insert and compile
template
    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;
};
UpgradeNg1ComponentAdapter.prototype.setSizeProperty = function (name, value) {
    this.destinationObj[name] = value;
    return UpgradeNg1ComponentAdapter();
};

/**
 * @license
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 *
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 * found in the LICENSE file at https://angular.io/license
 */
upgradeCount = 0;

/**
 * Use `UpgradeAdapter` to allow AngularJS and Angular to coexist in a
 * single application.
 * The `UpgradeAdapter` allows
 * 1. creation of Angular component from AngularJS component directive
 * 2. creation of AngularJS directive from Angular component
 * 3. Bootstrapping of a hybrid Angular application which contains both of the frameworks
 * coexisting in a single application.
 */

*/
application, each framework treats
    * the other as a black box.
2. Each DOM element on the page is
    owned exactly by one framework. Whichever framework
    instantiated the element is the owner. Each framework
    only updates/interacts with its own
    * DOM elements and ignores others.
3. AngularJS directives always execute inside 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 a
    * 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().

```cpp
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);

module.directive('ng2Comp', adapter.downgradeNg2Component(Ng2Component));

module.directive('ng1Hello', function() {
  return {
    scope: { title: '=' },
    template: 'ng1[Hello {{title}}]!(<span ng-transclude></span>)'
  };}
});

class MyNg2Module {
  constructor() {
    this.document.body.innerHTML = '<ng2-comp name="World"><project<ng2-comp>transclude</project</ng2-comp>!
}

function ng1Comp(name) {
  return '<ng1-comp name="' + name + '">

    <ng-content>

  </ng-content>

</ng1-comp>

function ng2Comp(name) {
  return '<ng2-comp name="' + name + '">

    <ng-content>

  </ng-content>

</ng2-comp>

function upgradeAdapter() {
  this.ng2AppModule = ng2AppModule;

  this.moduleRef = null;

  if (!this.ng2AppModule) {
    throw new Error('UpgradeAdapter cannot be instantiated without an NgModule of the Angular app.');
  }

  this.upgradedProviders = [];

  this.metadata = null;

  this.component = null;

  this.internal = null;

  this.ng1Component = null;

  this.upgradeCount += 1;

  * An internal map of ng1 components which need to be upgraded
  * We can't upgrade until injector is instantiated and we can retrieve
  * the component metadata.
  * For this reason we keep a list of components to upgrade until ng1 injector is
  * bootstrapped.
  * @internal
  * @ngFactory
  * @adapter
  * @constructor

  function upgradeAdapter() {
    this.ng2AppModule = ng2AppModule;

    this.moduleRef = null;

    if (!this.ng2AppModule) {
      throw new Error('UpgradeAdapter cannot be instantiated without an NgModule of the Angular app.');
    }

    // Upgrade factory.
    * Allows Angular Component to be used from AngularJS.
    * Use `upgradeNg2Component` to create an AngularJS Directive Definition Factory from
    * Angular Component. The adapter will bootstrap Angular component from within the
    * AngularJS template.
    * @usageNotes
    * @Model
    * 1. The component is instantiated by being listed in AngularJS template. This means that
    * 2. Even though the component is instantiated in AngularJS, it will be using Angular
    * 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.

  const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions);
  module.directive('ng2Comp', adapter.downgradeNg2Component(Ng2Component));
  module.directive('ng1Hello', function() {
    return {
      scope: { title: '=' },
      template: 'ng1[Hello {{title}}]!(<span ng-transclude></span>)'
    };}
  });

  class MyNg2Module {
    constructor() {
      this.document.body.innerHTML = '<ng2-comp name="World"><project<ng2-comp>transclude</project</ng2-comp>!
  
  ```

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* Event: `\<comp close\>\doSomething\(\)\>*
* - ng-model:

```csharp
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));

module.directive('greet', function() {
    return {
        scope: {salutation: '='},
        template: 'greet: {{salutation}}'
    };
});

@Directive({
    selector: 'greet',
    template: '[salutation]'}
)
```
const upgradeAdapter = new UpgradeAdapter(MyNg2Module);  *\n * // configure the adapter with upgrade/downgrade components and services
 * upgradeAdapter downgradeNg2Component(MyComponent);  *\n * let upgradeAdapterRef:
 UpgradeAdapterRef;  *\n * let Scmpile, $rootScope;  *\n * // We must register the adapter before any calls to `inject()`\n * beforeEach(() => {\n * upgradeAdapterRef =\n upgradeAdapter.registerForNg1Tests(['heroApp']);\n });\n *\n * upgradeAdapterRef.ready();\n *\n * const element =\n Scmpile('<my-component></my-component>')($rootScope);\n * expect(element.html()).toContain("Hello World");\n * done();\n * });\n *\n * \n * @param modules any AngularJS modules that the upgrade module should depend upon
 * @returns an 'UpgradeAdapterRef', which lets you register a 'ready()' callback to\n * run assertions once the Angular components are ready to test through AngularJS.\n */
UpgradeAdapter.prototype.registerForNg1Tests = function (modules) {\n    var _this = this;\n    if (!windowNgMock || !windowNgMock.module) {\n        throw new Error('Failed to find \'<angular.mock.module\'>.');\n    }\n    this.declareNg1Module(modules);\n    this.ng2BootstrapDeferred.promise.then(function (ng1Injector) {\n        upgrade_bootstrappedDone(_this.moduleRef, ng1Injector);\n    }, onError);\n    return upgrade_upgrader;\n}/**
 * Bootstrap a hybrid AngularJS / Angular application.\n *\n * This 'bootstrap' method is a direct replacement (takes same arguments) for AngularJS\n * [*'bootstrap' [https://docs.angularjs.org/api/ng/function.angular.bootstrap] method.\n * Unlike\n * AngularJS, this bootstrap is asynchronous.\n *\n * @param modules any AngularJS modules that the upgrade module should depend upon
 * @returns an 'UpgradeAdapterRef', which lets you register a 'ready()' callback to\n * run assertions once the Angular components are ready to test through AngularJS.\n */
UpgradeAdapter.prototype.bootstrap = function (element$1, modules, config) {\n    if (!windowAngular || !windowAngular.resumeBootstrap) {\n        throw new Error('Failed to find \'<angular.resumeBootstrap\'>.');\n    }\n    return windowAngular.resumeBootstrapPromise;\n}/**
 * Allows AngularJS service to be accessible from Angular.\n *\n * @param modules any AngularJS modules that the upgrade module should depend upon
 * @returns an 'UpgradeAdapterRef', which lets you register a 'ready()' callback to\n * run assertions once the Angular components are ready to test through AngularJS.\n */
UpgradeAdapter.prototype.bootstrap = function (element$1, modules, config) {\n    if (!windowAngular || !windowAngular.resumeBootstrap) {\n        throw new Error('Failed to find \'<angular.resumeBootstrap\'>.');\n    }\n    return windowAngular.resumeBootstrapPromise;\n};
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application.

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

[Ahead-of-Time compilation](guide/aot-compiler). * @publicApi * @n  var UpgradeAdapterRef = /**

@class */ (function () {
        function UpgradeAdapterRef() {
            /* @internal */
            this._readyFn = null;
            this.ng1RootScope = null;
            this.ng1Injector = null;
            this.ng2ModuleRef = null;
            this.ng2Injector = null;
            this.ng2RootScope = null;
        }
        /* @internal */
        UpgradeAdapterRef.prototype._bootstrapDone = function (ngModuleRef, ng1Injector) { this.ng2ModuleRef = ngModuleRef;
this.ng2Injector = ngModuleRef.injector;
        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()`.
         */
        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-
exports 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-src-
zip/bundles/upgrade.umd.min.js.map

No license file was found, but licenses were detected in source scan.
null
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;
  // TODO(issue/24571): remove '!
  constructor(public prop: string, public attr: string) {
    this.parseBinding();
  }

  private parseBinding() {
    this.bracketAttr = `\[${this.attr}\]`;  
    this.parenAttr = `\(\${\this.attr}\)`;
    this.bindAttr = `\bind\${\this.attr}`;
    this.onAttr = `on\${\this.attr}`;
    this.bindonAttr = `bindon\${\this.attr}`;
  }
}

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

import {Injector, Type} from '@angular/core';
import {INgModelController} from '@angular2\:\!import

{DOWNGRADED_MODULE_COUNT_KEY, UPGRADE_APP_TYPE_KEY} from './constants';

const DIRECTIVE_PREFIX_REGEXP = /^(?:x|data):\-_/i;
const DIRECTIVE_SPECIAL_CHARS_REGEXP = /[\-_]+(/\g\:unexport function onError(e: any) {
  // TODO: (misko): We seem to not have a stack trace here!\n  if (console.error) {
    console.error(e, e.stack);
  } else {
    // tslint:disable-next-line:no-console
    console.log(e, e.stack);
  }
  throw e;
}

export function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

export function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
      .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_,
letter) => letter.toUpperCase());
}

export function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name || type.toString().split('\n')[0];
}

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

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

export 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`).

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

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

/**
 * Test two values for strict equality, accounting for the fact that `NaN !== NaN`.
 * @param {any} val1 - The first value.
 * @param {any} val2 - The second value.
 * @returns {boolean} True if the values are equal.
 */
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, Testability, TestabilityRegistry, Type} from '@angular/core';

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

const INITIAL_VALUE = {
  __UNINITIALIZED__: true
};

export class DowngradeComponentAdapter {
  private implementsOnChanges = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};
  private componentScope: IScope;
  private componentRef: ComponentRef<any>;
  private component: any;
  private changeDetector: ChangeDetectorRef;
  private viewChangeDetector: ChangeDetectorRef;

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

  compileContents(): Node[][] {
    const compiledProjectableNodes: Node[][] = [];
    const projectableNodes: Node[][] = this.groupProjectableNodes();
    const linkFns = projectableNodes.map(nodes =>
        this.$compile(nodes));

    this.element.empty();
    linkFns.forEach(linkFn => {
      linkFn(this.scope,
        (clone: Node[]) => {
          compiledProjectableNodes.push(clone);
          this.element.append(clone);
        });
    });

    return compiledProjectableNodes;
  }

  createComponent(projectableNodes: Node[][]) {
    const providers: StaticProvider[] = [{provide: $SCOPE, useValue: this.componentScope}];
    const childInjector = Injector.create({providers: providers, parent: this.parentInjector, name: 'DowngradeComponentAdapter'});"
for (let i = 0; i < inputs.length; i++) {
  let expr: string = null;
  if (attrs.hasOwnProperty(input.attr)) {
    const observeFn = (prop => {
      let prevValue = INITIAL_VALUE;
      return (currValue: any) => {
        // Initially, both "$observe()" and "$watch()" will call this function.
        if (strictEquals(prevValue, currValue)) {
          prevValue = currValue;
        }
        // if (prevValue === INITIAL_VALUE) {
        //   prevValue = currValue;
        // }
        this.updateInput(prop, prevValue, currValue);
        prevValue = currValue;
      };
    })(inputs[i].prop);
    let expr: string|null = null;
    if (attrs.hasOwnProperty(input.attr)) {
      expr = attrs[inputs[i].propName].templateName;
    }
    if (expr != null) {
      const watchFn =
          (prop => (currValue: any, prevValue: any) =>
               this.updateInput(prop, prevValue, currValue))(inputs[i].prop);
      this.componentScope.$watch(expr, watchFn);
    }
  }
}

  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)})];
      // order below is important -
      // first update bindings then evaluate expressions
      if (attrs.hasOwnProperty(bindonAttr)) {
        this.subscribeToOutput(output, attrs[bindonAttr], true);
      }
      if (attrs.hasOwnProperty(bracketParenAttr)) {
        this.subscribeToOutput(output, attrs[bracketParenAttr], true);
      }
      if (attrs.hasOwnProperty(output.onAttr)) {
        this.subscribeToOutput(output, attrs[output.onAttr], true);
      }
      if (attrs.hasOwnProperty(output.parenAttr)) {
        this.subscribeToOutput(output, attrs[output.parenAttr], 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
          '${getTypeName(this.componentFactory.componentType)}'!`);
    }
  }

  registerCleanup() {
    const...
testabilityRegistry = this.componentRef.injector.get(TestabilityRegistry);

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[]): Node[][] {
  const projectableNodes: Node[][] = [];
  let wildcardNgContentIndex: number;

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

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

  return projectableNodes;
}

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

  for (let i = 0; i < ngContentSelectors.length; i++) {
    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;
}

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 */

/* global Promise, $, $injector */

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

import {IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, IInjectorService, INgModelController, IParseService, IScope} from './angular1';
import {DowngradeComponentAdapter, downgradeComponent, downgradeComponentToHost} from './downgrade';
import {isThenable} from './util';

export interface ISyncPromise<T> {
  resolve(value: T): void;
  then(callback: (value: T) => unknown): void;
  // Run the queued callbacks.
}
'./downgrade_component_adapter';
import {SyncPromise, Thenable} from './promise_util';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName,
getUpgradeAppType, validateInjectionKey} from './util';

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 * This helper function returns a factory function to be used for registering an AngularJS wrapper directive for
 * downgrading an Angular component.
 * @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 only necessary when using `downgradeModule()` to downgrade more than one
 *   Angular module.)
 * - `propagateDigest?: boolean`: Whether to perform change detection on the component on every
 *   (This option is only necessary when using `UpgradeModule`) to downgrade more than one
 *   Angular module.)
 * - `propagateDigest?: boolean`: Whether to perform change detection on the component on every
 *   This parameter is no longer used since v4.
 *   (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 */
  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($injector) > 1);
    return {
      restrict: 'E',
      terminal:
      require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
      link: (scope: IScope, element:
      Angular zone.
    // NOTE: This is not needed, when using `UpgradeModule`, because `$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.Lite;
    const wrapCallback: <T>(cb: () => T) => typeof cb =
        !isNgUpgradeLite ? cb => cb : cb => () =>
    NgZone.isInAngularZone() ? cb() : ngZone.run(cb);
    let ngZone: NgZone;

    // When downgrading multiple modules, special handling is needed wrt injectors.
    const hasMultipleDowngradedModules =
      isNgUpgradeLite && (getDowngradedModuleCount($injector) > 1);
    return {
      restrict: 'E',
      terminal: true,
    require: [REQUIRE_INJECTOR, REQUIRE_NG_MODEL],
      link: (scope: IScope, element:
      IAugmentedJQuery, attrs: IAttributes, required: any[]) =>
        // We might have to compile the contents asynchronously, because this might have
        // been triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have
        // been compiled.
    const ngModel: INgModelController =
      required[1];
    const parentInjector: Injector|Thenable<Injector> =
      undefined = required[0];
    const moduleInjector: Injector|Thenable<Injector> =
      undefined = undefined;
    let ranAsync = false;
    if (!parentInjector || hasMultipleDowngradedModules)
      const downgradeModule = info.downgradedModule
    const lazyModuleRefKey = `${LAZY_MODULE_REF}$({downgradedModule})`;
    const
attemptedAction = `instantiating component '${getTypeName(info.component)}'`;

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

const lazyModuleRef = $injector.get(lazyModuleRefKey) as LazyModuleRef;

moduleInjector = lazyModuleRef.injector || lazyModuleRef.promise as Promise<Injector>;

There are two injectors: `finalModuleInjector` and `finalParentInjector` (they might be the same instance, but that is irrelevant) - `finalModuleInjector` is used to retrieve `ComponentFactoryResolver`, thus it must be on the same tree as the `NgModule` that declares this downgraded component.

- `finalParentInjector` is used for all other injection purposes. (Note that Angular knows to only traverse the component-tree part of that injector, when looking for an injectable and then switch to the module injector.)

There are basically three cases:
- If there is no parent component (thus no `parentInjector`), we bootstrap the downgraded `NgModule` and use its injector as both `finalModuleInjector` and `finalParentInjector`.
- If there is a parent component, and it belongs to the same `NgModule` as this downgraded component (e.g. because there is only one downgraded module, we use that `parentInjector` as both `finalModuleInjector` and `finalParentInjector`).
- If there is a parent component, 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 module and its parent component both belong to the same `NgModule`. In that case, we could have used the `parentInjector` as both `finalModuleInjector` and `finalParentInjector`, but (for simplicity) we are treating this case as if they belong to different `NgModule`s. That doesn't really affect anything, since `parentInjector` has `moduleInjector` as ancestor and trying to resolve `ComponentFactoryResolver` from either one will return the same instance. If there is a parent component, use its injector as parent injector. If this is a top-level Angular component, use the module injector. const finalParentInjector = parentInjector ?? moduleInjector; If this is a top-level Angular component or the parent component may belong to a different `NgModule`, use the module injector for module-specific dependencies. If there is a parent component that belongs to the same `NgModule`, use its injector. const finalModuleInjector = moduleInjector || parentInjector; const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the injector tied to the `NgModule` this component belongs to.
  const componentFactoryResolver: ComponentFactoryResolver = moduleInjector.get(ComponentFactoryResolver);
  const componentFactory: ComponentFactory<any> = componentFactoryResolver.resolveComponentFactory(info.component) !;

  if (!componentFactory) {
    throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
  }

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

  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(() => {});
  }

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

  const projectableNodes = facade.compileContents();
  facade.createComponent(projectableNodes);
  facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
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  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(() => {});
  }

  const doDowngradeFn = isNgUpgradeLite ? doDowngrade as (injector: Injector, mInjector: Injector) => {
    if (!ngZone) {
      ngZone = pInjectors.get(NgZone); 
    }
    wrapCallback(() => doDowngrade(pInjector, mInjector));
  } as Function : (pInjector: Injector, mInjector: Injector) => {};

  doDowngradeFn(injector, moduleInjector);
the LICENSE file at https://angular.io/license

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

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

// We have to do a little dance to get the ng1 injector into the module injector. 
// We store the ng1 injector so that the provider in the module injector can access it.
// Then we "get" the ng1 injector from the module injector, which triggers the provider to read/unset 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:

  {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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 *
 * 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, NgModuleFactory, NgModuleRef, StaticProvider} from '@angular/core';
import {platformBrowser} from '@angular/platform-browser';

import {IInjectorService, IProvideService, module_ as angularModule} from '../../src/common/src/angular1';
import {INJECTOR_KEY, LAZY_MODULE_NAME, 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 module will be used from that point onwards.
 *
 * The Angular module needs to be instantiated after the downgraded component is instantiated.
 *
 * The downgraded component is re-instantiated lazily whenever the user visits one of the routes that it was instantiated for.
 *
 * The Angular module will be bootstrapped once (when requested for the first time) and the same module will be used from that point onwards.
 *
 * @param moduleUid The unique identifier for the module.
 * @param name The name of the module.
 * @param ngModuleFactory The NgModuleFactory to use for bootstrapping the module.
 * @param ngModuleRef The NgModuleRef to use for bootstrapping the module.
 * @param moduleFactory The NgModuleFactory to use for bootstrapping the module.
 * @param ngModule The NgModule to use for bootstrapping the module.
 * @param lazyModuleRef The LazyModuleRef to use for bootstrapping the module.
 */
function downgradeModule(moduleUid: number, name: string, ngModuleFactory: NgModuleFactory, ngModuleRef: NgModuleRef, moduleFactory: NgModuleFactory, ngModule: NgModule, lazyModuleRef: LazyModuleRef, lazyModuleName: string) {
  // ...
`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 downgraded `component`.

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

Use one or the other depending on your needs.

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

`downgradeModule()` does not bootstrap the main AngularJS module inside the `<div>`.

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

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

### 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 `<div>`.
2. Unlike `UpgradeModule`, `downgradeModule()` does not automatically run `$digest`.

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 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. 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 a `StaticProvider`.

When creating the `PlatformRef` (e.g. via `platformBrowser`), you can include `platformBrowserDynamic` to bootstrap the `bootstrapModuleFactory()` 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 a new `[@link Injectable]`).

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`.

The module's `bootstrapModuleFactory()` for the `bootstrapModuleFactory()` to bootstrap the `module`.

Consequently, every injectable provided in `\`root\`` will be created.

If you want some injectables to be shared among all downgraded modules, you can provide them as a `StaticProvider`.

When creating the `PlatformRef` (e.g. via `platformBrowser`), you can include `platformBrowserDynamic` 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 a new `[@link Injectable]`).

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`.

The module's `bootstrapModuleFactory()` for the `bootstrapModuleFactory()` to bootstrap the `module`.

Consequently, every injectable provided in `\`root\`` will be created.

If you want some injectables to be shared among all downgraded modules, you can provide them as a `StaticProvider`.
// 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); const this.$element.data (!controllerKey(this.$directive.name!), controller); };

return controller;

function compileTemplate(template?: string): ILinkFn

function compileHtml(template?: string): ILinkFn

function onDestroy($scope: IScope, controllerInstance?: any) {

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/e743cbd28553267f57f71ea7248377915613fd9/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.querySelectorAll('*'));

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

// Check for required slots that were not filled.
Object.keys(filledSlots).forEach(slotName => {
  if (!filledSlots[slotName]) {
    throw new Error(`Required transclusion slot '${slotName}' on directive: ${this.name}`);
  }
});

Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
  const nodes = slots[slotName];
  slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
    return cloneAttach !(nodes, scope, null); // Attach `$$slots` to default slot transclude fn.
  };
  Object.keys(slots).filter(slotName => slots[slotName]).forEach(slotName => {
    const nodes = slots[slotName];
    slots[slotName] = (scope: IScope, cloneAttach: ICloneAttachFunction) => {
      return cloneAttach !(!nodes, scope, null); // Attach `$$slots` to default slot transclude fn.
    };
  });

// 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
// [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+.

// Stale template for each node.

if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
  node.nodeValue = '\u200C';
}

resolveAndBindRequiredControllers(controllerInstance: IControllerInstance|null) {

const directiveRequire = this.getDirectiveRequire();

const requiredControllers = this.resolveRequire(directiveRequire);
(controllerInstance && this.directive.bindToController && isMap(directiveRequire)) {
  const requiredControllersMap = requiredControllers as {[key: string]: IControllerInstance};
  Object.keys(requiredControllersMap).forEach(key => {
    controllerInstance[key] = requiredControllersMap[key];
  });
}

private extractChildNodes(): Node[] {
  const childNodes: Node[] = [];
  let childNode: Node|undefined;
  while (childNode = this.element.firstChild) {
    this.element.removeChild(childNode);
    childNodes.push(childNode);
  }
  return childNodes;
}

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 name = require.substring(match[0].length);
    const isOptional = !!match[2];
    const startOnParent = inheritType === '^^';
    const ctrlKey = controllerKey(name);
    const elem = startOnParent ? this.$element.parent() : this.$element;
    const value = startOnParent ? elem.inheritedData(ctrlKey) : elem.data(ctrlKey);
    if (!value && !isOptional) {
      throw new Error(`Unable to find required '${require}' in upgraded directive '${name}'.`);
    }
    return value;
  } else {
    throw new Error(`Unrecognized 'require' syntax on upgraded directive '${name}'.`);
  }
}

const NOT_SUPPORTED: any = 'NOT_SUPPORTED';
const INITIAL_VALUE = {__UNINITIALIZED__: true};

class Bindings {
  twoWayBoundProperties: string[] = [];
  twoWayBoundLastValues: any[] = [];
  expressionBoundProperties: string[] = [];
  propertyToOutputMap: {[propName: string]: string} = {};
}

/**
 * @description
 *
 * A helper class that allows an AngularJS component to be used from
 * Angular templates.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that
 * support AOT compilation.*
 *
 * This helper class should be used as a base class for creating Angular directives
 * that wrap AngularJS components that need to be "upgraded".
 *
 * Let's assume that you have an AngularJS component called 'ng1Hero' that needs
 * to be made available in Angular templates:
 *
 * ```typescript
 * @example upgrade/static/ts/full/module.ts
 * import {ng1Hero} from 'ng1-hero';
 * 
 * ...
 * ``
 *
 * We must create a `Directive` that will make this AngularJS component available inside Angular templates:
 *
 * ```typescript
 * @example upgrade/static/ts/full/module.ts
 * import {ng1-hero-wrapper} from 'ng1-hero-wrapper';
 * ```
 *
 * In this example you can see that we must derive from the `UpgradeComponent` base class but also provide an `@link Directive` decorator.

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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`) in * * 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`) in * * the `ElementRef` and

* `Injector` for the component wrapper

* * * publicApi *

* * * export class UpgradeComponent implements

* OnInit, OnChanges, DoCheck, OnDestroy {

* private helper: UpgradeHelper; in

* private SINjector: IN InjectorService; in

* private element: Element; in

* private Semente: IN sert; in

* private SComponentScope: IScope; in

* private directive: IDirective; in

* private bindings: Bindings; in

* // TODO(issue/24571): remove `!`; in

* private controllereInstance !: IControllerInstance !; in

* // TODO(issue/24571): remove `!`. in

* private unregisterDoCheckWatcher !: Function; in

* /**

* Create a new `UpgradeComponent` instance. You should not normally need to do this.

* Instead you should new a class from this one and call the super constructor

* from the base class.

* *

* {

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

* *

* The `name` parameter

* should be the name of the AngularJS directive.

* The `elementRef` and `injector` parameters should be

* acquired from Angular by dependency

* injection into the base class constructor.

* *

* constructor(private name: string, private elementRef: ElementRef, private injector: Injector) {

* this.helper = new

* UpgradeHelper(injector, name, elementRef);

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

* this.element =

* this.helper.element;

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

* this.directive = this.helper.directive;

* this.bindings = this.initializeBindings(this.directive);

* // We ask for the AngularJS scope from the Angular

* injector, since

* we will put the new component onto the new

* injector for each component

* const

* SparentScope = injector.get(SSCOPE);

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

* true?

* ngOnInit() {

* 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.');

* ngOnInit() {

* // Set up outputs

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

* this.initializeOutputs();

* ngOnInit() {

* // Collect contents, insert and compile template

* const attachChildNodes: ILinkFn|undefined =

* this.helper.prepareTransclusion();

* const linkFn = this.helper.compileTemplate();

* // Instantiate controller

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

* this.$componentScope);

* this.bindOutputs();

* // Require other controllers

* const requiredControllers =

* this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

* // Hook: $onChanges

* if (this.pendingChanges) {

* this.controllerInstance.$$onChanges(this.pendingChanges);

* this.controllerInstance.$$onChanges = null;

* }

* // Hook: $onInit

* if (this.controllerInstance &&

* isFunction(this.controllerInstance.$$onInit)) {

* this.controllerInstance.$$onInit();

* // Hook: $doCheck

* if (this.controllerInstance &&

* isFunction(this.controllerInstance.$$doCheck)) {

* const callDoCheck = () =>

* this.controllerInstance.$$doCheck();

* callDoCheck();

* // Linking

* const link = this.directive.link;

* const preLink = typeof link == 'object' &

* & link.pre;

* const postLink = typeof link == 'object' ? link.post : link;

* const attrs: IAttributes =

* NOT_SUPPORTED;

* const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;

* if (preLink) {

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

* }

* linkFn(this.$componentScope, null!, {parentBoundTranscludeFn: attachChildNodes});

* if (postLink) {

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

* }

* // Hook:

* if (this.controllerInstance &&

* isFunction(this.controllerInstance.$$postLink)) {

* this.controllerInstance.$$postLink();

* }

* } else if (bindToController) {

* throw new Error('Upgraded directive

* `$\{this.directive.name}\$` specifies `bindToController` but no controller.');

* }
(!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 twoWayBoundLastValues = twoWayBoundProperties.propertyToOutputMap;
  const propertyToOutputMap = twoWayBoundProperties.propertyToOutputMap;
  const NewtonsoftValues = twoWayBoundProperties.propertyToOutputMap;
  const NewtonsoftValues = twoWayBoundProperties.propertyToOutputMap;
  const NewtonsoftValues = twoWayBoundProperties.propertyToOutputMap;

  this.forwardChanges(changes);
}

  ngOnInit() {
    const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    const twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    const propertyToOutputMap = this.bindings.propertyToOutputMap;

    twoWayBoundProperties.forEach((propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];

      if (!looseIdentical(newValue, oldValue)) {
        const outputName = 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 handled by ngOnChanges().
            break;
          case '=':
            bindings.twoWayBoundProperties.push(propName);
            bindings.propertyToOutputMap[propName] = propName + 'Change';
            break;
          case '&':
            bindings.expressionBoundProperties.push(propName);
            bindings.propertyToOutputMap[propName] = propName;
            break;
          default:
            let json = JSON.stringify(context);
            throw new Error(`Unexpected mapping '${bindingType}' in '${json}' in '${this.name}' directive.`);
        }
      });
    }

    return bindings;
  }

  private initializeOutputs() {
    // Initialize the outputs for `=` and `&` bindings
    bindings.twoWayBoundProperties.concat(bindings.expressionBoundProperties)
      .forEach(propName => {
        const outputName = bindings.propertyToOutputMap[propName];
        (this as any)[outputName] = new EventEmitter();
      });
  }

  private bindOutputs() {
    // Bind `&` bindings to the corresponding outputs
    bindings.expressionBoundProperties.forEach(propName => {
      const outputName = bindings.propertyToOutputMap[propName];
      const emitter = (this as any)[outputName];

      this.bindingDestination[propName] = (value: any) => emitter.emit(value);
    });
  }

  private forwardChanges(changes: SimpleChanges) {
    // Forward input changes to `bindingDestination`
    Object.keys(changes).forEach(propName => this.bindingDestination[propName] = changes[propName].currentValue);
  }

  /**
   * @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, 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 '../..';
  import {Angular1Providers, setTempInjectorRef} from './angular1_providers';
  import {NgAdapterInjector} from './util';

  /**
   * @description
   *
   * An `NgModule`, which you import to provide AngularJS core services,
   * and has an instance method used to bootstrap the hybrid upgrade application.
   *
   * Part of the upgrade/static library for hybrid upgrade apps that support AOT compilation
   * The 'upgrade/static' package contains helpers that allow AngularJS and Angular components

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* 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 it can be used in an Angular template. See `UpgradeComponent`. Creation of an AngularJS directive that wraps and exposes an Angular component so it can be used in an AngularJS template. See `downgradeComponent`. 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`. Below, the `upgrade/static` module supports AOT compilation. It also contains both of the frameworks coexisting in a single application. 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 it can be used in an Angular template. See `UpgradeComponent`. Creation of an AngularJS directive that wraps and exposes an AngularJS template. See `downgradeComponent`. 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`.

### 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, 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. Angular directives always execute inside the Angular framework codebase regardless of where they are instantiated. Angular components always execute inside the Angular framework codebase regardless of where they are instantiated. An AngularJS component can be "upgraded" to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`. An Angular component can be "downgraded" to an AngularJS component. This is achieved by defining an AngularJS directive, which bootstraps the Angular component at its location in the DOM. See `downgradeComponent`. Whenever an `upgrade/\"\"\"` component is instantiated the host element is owned by the framework doing the instantiation. The other framework then instantiates and owns the view for that component. This implies that the component bindings will always follow the semantics of the instantiation framework. The DOM attributes are parsed by the framework that owns the current template. So attributes in AngularJS templates must use kebab-case, while AngularJS templates must use camelCase. However the template binding syntax will always use the Angular style, e.g. square brackets `\[\ldots\]` for property binding. Angular is bootstrapped first; AngularJS is bootstrapped second. Angular 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 `\$injector` is always available. The `UpgradeModule` class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application. Importing this `NgModule` will add providers for the core AngularJS services. Importing this `NgModule` will add providers for the core AngularJS services. The `UpgradeModule` class is an `NgModule`, which you import to provide AngularJS core services, and has an instance method used to bootstrap the hybrid upgrade application. This is achieved by importing the `UpgradeModule` into your top level `NgModule` service. 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, which bootstraps `NgZone` and uses the `UpgradeModule` class to `bootstrap` the `NgZone` and the `UpgradeModule` class to `bootstrap` the `NgZone`. The `UpgradeModule` class has an instance method used to bootstrap the hybrid upgrade application. Importing this `NgModule` will add providers for the core AngularJS services. Importing this `NgModule` will add providers for the core AngularJS services. Importing this `NgModule` will add providers for the core AngularJS services.
recipe:

Let's say you have an AngularJS service:

```typescript
@publicApi
export class MyService {
  constructor(public injector: Injector) {
    // ... constructor code ...
  }
}
```

Then you should define an Angular provider to be included in your `NgModule`'s `providers` property:

```typescript
@NgModule({
  providers: [MyService]
})
```

Then you can use the `MyService` in your Angular components or services by injecting it:

```typescript
@publicApi
export class MyComponent {
  constructor(private injector: Injector) {
    // ... component code ...
  }
}
```

This describes the basic setup for using AngularJS services in an Angular application. The key is to properly configure the AngularJS `$injector` service in your `UpgradeModule` to sync with the Angular `Injector`.

```typescript
@publicApi
export class UpgradeModule {
  constructor(private injector: Injector) {
    // Initialize the AngularJS `$injector` service
    this.injector.get('$injector').get('$delegate').$injector.$get('MyService');
  }
}
```

This ensures that your AngularJS services are correctly prepared and injected into your Angular components when the application boots up.

For more detailed information and examples, refer to the documentation on integrating AngularJS with Angular.
const subscription = this.ngZone.onMicrotaskEmpty.subscribe(() => {
  if ($rootScope.$$phase) {
    'A digest was triggered while one
  } was already in progress. This may mean that something is triggering digests outside the Angular zone.';

  return $rootScope.SevalAsync();
});

return $rootScope.Seval();
});

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

const upgradeModule = angularModule(UPGRADE_MODULE_NAME,
[INIT_MODULE_NAME].concat(modules));

// Make sure resumeBootstrap() only exists if the current
const windowAngular = (window as any)[‘angular’];
windowAngular.resumeBootstrap = function() {
  let args = arguments;
  windowAngular.resumeBootstrap = originalResumeBootstrap;
  return ngZone.run(() => windowAngular.resumeBootstrap.apply(this, args));
};

ngZone.run(() => {
  bootstrap(element, [upgradeModule.name], config);
});

// Patch resumeBootstrap() to run inside the ngZone
if (windowAngular.resumeBootstrap) {
  const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
  const ngZone = this.ngZone;
  windowAngular.resumeBootstrap = function() {
    let args = arguments;
    return ngZone.run(() => originalResumeBootstrap.apply(this, args));
  };
}

export * from './src/angular1_providers';

export * from './public_api';

export * from './index';

export {angular1Providers as
 ɵangular_packages_upgrade_static_static_e, compileFactory as
 ɵangular_packages_upgrade_static_static_c, injectorFactory as
 ɵangular_packages_upgrade_static_static_a, parseFactory as
 ɵangular_packages_upgrade_static_static_d, rootScopeFactory as ɵangular_packages_upgrade_static_static_b} from
  './src/angular1_providers';
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/bundles/upgradestatic.umd.js.map
No license file was found, but licenses were detected in source scan.

```javascript
/*
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*
* global Reflect, Promise */

var extendStatics = function(d, b) {
    extendStatics = Object.setPrototypeOf ||
        ({ __proto__: [] } instanceof Array && function (d, b) { d.__proto__ = b; }) ||
        function (d, b) { for (var p in b) if (b.hasOwnProperty(p)) d[p] = b[p]; };
    return extendStatics(d, b);
};

export function __extends(d, b) {
    extendStatics(d, b);
    function __() { this.constructor = d; }
    d.prototype = b === null ? Object.create(b) : (__.prototype = b.prototype, new __());
}

export var __assign = function() {

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

export function __rest(s, e) {
    var t = {};
    for (var p in s) if (Object.prototype.hasOwnProperty.call(s, p) && e.indexOf(p) < 0)
        t[p] = s[p];
    if (s != null && typeof Object.getOwnPropertySymbols === "function")
        for (var i = 0, p = Object.getOwnPropertySymbols(s); i < p.length; i++) {
            if (e.indexOf(p[i]) < 0 && Object.prototype.propertyIsEnumerable.call(s, p[i]))
                t[p[i]] = s[p[i]];}
    return t;
}

export function __decorate(decorators, target, key, desc) {
    var c = arguments.length, r = c < 3 ?
        target : desc === null ? desc = Object.getOwnPropertyDescriptor(target, key) : desc, d;
    if (typeof Reflect === "object" && typeof Reflect.decorate === "function") r = Reflect.decorate(decorators, target, key, desc);
    else for (var i = decorators.length - 1; i >= 0; i--) if (d = decorators[i])
        r = (c < 3 ? d(r) : c > 3 ? d(target, key, r) : d(target, key)) || r;
    return (c > 3 && r && Object.defineProperty(target, key, r)) || (c > 0 && (target = Object.setPrototypeOf ? Object.setPrototypeOf : function __setPrototypeOf(target, constructor) { target.constructor = constructor; target.__proto__ = constructor.prototype; return target;} || function __createTargetObject() { this.constructor = target.constructor;}, target), r;
}

export function __param(paramIndex, decorator) {
    return function (target, key) { decorator(target, key, paramIndex); }
}

export function __metadata(metadataKey, metadataValue) {
    if (typeof Reflect === "object" && typeof Reflect.metadata === "function") return Reflect.metadata(metadataKey, metadataValue);
}

export function __awaiter(thisArg, _arguments, P, generator) {
    return new (P || (P = Promise))(function (resolve, reject) {
        function fulfilled(value) { try { step(generator.next(value)); } catch (e) { reject(e); } }
        function rejected(value) { try { step(generator["throw"](value)); } catch (e) { reject(e); } }
        function step(result) {
            result.done ? resolve(result.value) : new P(function (resolve) { resolve(result.value); }).then(fulfilled, rejected);
        }
        step((generator = generator.apply(thisArg, _arguments || [])).next());
    });
}
```

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value: raw }); } else { cooked.raw = raw; } return cooked;
}

export function __importStar(mod) {
  if (mod && mod.__esModule) return mod;
  var result = { [key] : mod[key] } || {};
  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
 */

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
  // `Sinject?: string[]`, which is not compatible with `$inject?:
  ReadonlyArray<string>` (used in latest versions).
  $inject?: string[];
}

export type IInjectable = Ng1Expression | IAnnotatedFunction;

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

export interface IModule {
  name: string;
  requires: (string | IInjectable)[];
  config(fn: IInjectable): IModule;
  directive(selector: string, factory: IInjectable): IModule;
  component(selector: string, component: IComponent): IModule;
  controller(name: string, type: IInjectable): IModule;
  factory(key: Ng1Token, factoryFn: IInjectable): IModule;
  value(key: Ng1Token, value: any): IModule;
  constant(token: Ng1Token, value: any): IModule;
  run(a: IInjectable): IModule;
  \[key: string\]: any;
}

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

export interface ILinkFn {
  (scope: IScope, cloneAttachFn?: ICloneAttachFunction,
   options?: ILinkFnOptions): IAugmentedJQuery;
  $$slots?: { [slotName: string]: ILinkFn };
}

export interface ILinkFnOptions {
  parentBoundTranscludeFn?: Function;
  futureParentElement?: Node;
}

export interface IRootScopeService {
  $new(isolate?: boolean): IScope;
  $id: string;
  $parent: IScope;
  $root: IScope;
  $watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): void;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): void;
  $destroy(): any;
  $apply(exp?: Ng1Expression): any;
  $digest(): any;
  $evalAsync(exp: Ng1Expression, locals?: any): void;
  $on(event: string, fn?: (event?: any, ...args: any[]) => void): Function;
  $$childTail: IScope;
  $$childHead: IScope;
  $$nextSibling: IScope;
  \[key: string\]: any;
}

export interface IScope extends IRootScopeService {}

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

export type DirectiveRequireProperty = SingleOrListOrMap<string>;

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

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

export interface IDirectiveLinkFn {
  (scope: IScope, instanceElement: IAugmentedJQuery,
   instanceAs?: IAttributes, transclude: IDirectiveTranscludeFn): void;
}

export interface IDirectiveTranscludeFn {
  \[component\]: IDirectiveCompileFn;
  \[controller\]: IDirectivePrePost;
  \[template\]: IDirectiveLinkFn;
  \[templateUrl\]: string;
}

export interface ICloneAttachFunction {
  (clonedElement: IAugmentedJQuery, scope: IScope, cloneAttachFn?: ICloneAttachFunction): IAugmentedJQuery;
}

export interface IAugmentedJQuery {
append?: (content: IAugmentedJQuery | string) => IAugmentedJQuery;
controller?: (name: string) => any;
injector?: (token: Ng1Token, provider: IProvider): IProvider;
factory((token: Ng1Token, factory: Injectable): IProvider;
service((token: Ng1Token, type: Injectable): IProvider;
value((token: Ng1Token, value: any): IProvider;
constant((token: Ng1Token, value: any): void;
decorator((token: Ng1Token, factory: Injectable): void;
remove?: () => void;
removeData?: () => void;

controller?: (name: string) => any;

isolateScope?: () => IScope;
injector?: () => IInjectorService;
triggerHandler?: (eventTypeOrObject: string | Event, extraParameters?: any[]) => IAugmentedJQuery;

removeData?: () => void;
remove?: () => void;

HttpBackendService: (method: string, url: string, post?: any, callback?: Function, headers?: any, timeout?: number, withCredentials?: boolean): void;

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

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

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

  $clear(): void;
  $delete(key: string): void;
  $deleteAll(): void;
  $get(key: string): any;
  $has(key: string): boolean;
  $put(key: string, value: any): void;
  $set(key: string, value: any): void;
  $size(): number;
  $toArray(): any[];
  $value(key: string): any;
}

export interface ITemplateCacheService extends ICacheObject {}

totalPendingRequests: number;

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

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

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

  $clear(): void;
  $delete(key: string): void;
  $deleteAll(): void;
  $get(key: string): T;
  $has(key: string): boolean;
  $put(key: string, value: any): void;
  $set(key: string, value: any): void;
  $size(): number;
  $toArray(): any[];
  $value(key: string): T;
}

export interface ITemplateCacheService extends ICacheObject {
  totalPendingRequests: number;
}

export interface IInjectable {
  $get(): any;
  $injector(): any;
  $isolateScope(): any;
  $controller(): any;
  $render(): void;
  $isEmpty(value: any): boolean;
  $setValidity(validationErrorKey: string, isValid: boolean): void;
  $setPristine(): void;
  $setDirty(): void;
  $setUntouched(): void;
  $setTouched(): void;
  $rollbackViewValue(): void;
  $validate(): void;
  $commitViewValue(): void;

  $viewValue: any;
  $modelValue: any;
  $parsers: Function[];
  $formatters: Function[];
  $validators: {[key: string]: Function};
  $asyncValidators: {[key: string]: Function};
  $viewChangeListeners: Function[];
  $error: Object;
  $pending: Object;
  $untouched: boolean;
  $touched: boolean;
  $pristine: boolean;
  $dirty: boolean;
  $valid: boolean;
  $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
};

/**
 * @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);

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

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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 */

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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 */

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.
 * 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 one containing the upgraded AngularJS services. 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 `$injector`.
 * This helps for testing services not Components. For Component testing you must still bootstrap a hybrid app. See `UpgradeModule` for more information.
 * The resulting configuration does not wire up AngularJS digests to Zone hooks. It is the responsibility of the test writer to call `$rootScope.Sapply`, 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`.
 */

*/
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>
* <code-pane header="module.ts" path="upgrade/static/ts/full/module.ts"></code-pane>
* </code-tabs>
*
*
* @param angularJSModules a collection of the names of AngularJS modules to include in the configuration.
* @param [strictDi] whether the AngularJS injector should have `strictDI` enabled.
* @publicApi
*
* @publicApi
*/
export function createAngularTestingModule(angularJSModules: string[], strictDi?: boolean): Type<any> {
  angular.module('$$angularJSTestingModule', angularJSModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, () => injector);
  const $injector = angular.injector(['ng', '$$angularJSTestingModule', strictDi]);
  return AngularTestingModule.$injector();
}

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 */

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

import {UpgradeAppType} from '@angular/core/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.mocks.module`.
 *
 * 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 `createAngularJSTestingModule` in the same spec as `createAngularTestingModule`.
 *
 * 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
 */
export function createAngularJSTestingModule(angularModules: any[]): string {
  return angular.module('_($AngularJSTestingModule', angularJSModules)
    .constant(UPGRADE_APP_TYPE_KEY, UpgradeAppType.Static)
    .factory(INJECTOR_KEY, () => injector);
  TestBed.configureTestingModule({
    imports: angularModules,
    providers: [{provide: $INJECTOR, useValue: $injector}]
  });
  return TestBed.inject(Injector);
}

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 */

export {createAngularTestingModule} from './src/create_angular_testing_module';
export {createAngularJSTestingModule} from './src/create_angularjs_testing_module';
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*/

export * from './public_api';

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

export * from './index';

export {module_ as ɵangular_packages_upgrade_static_testing_testing_a} from
'../../src/common/src/angular1';
export {INJECTOR_KEY as ɵangular_packages_upgrade_static_testing_testing_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

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

/**
 * @license Angular v9.0.7
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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/upgradestatic.umd.min.js
No license file was found, but licenses were detected in source scan.
{"version":3,"file":"static.js","sources":["../../../../../../packages/upgrade/src/common/src/angular1.ts","../../../../../../pa
ckages/upgrade/src/common/src/constants.ts","../../../../../../packages/upgrade/src/common/src/component_info.ts","..
/../../../../../packages/upgrade/src/common/src/util.ts","../../../../../../packages/upgrade/src/common/src/downgrade_co
mponent_adapter.ts","../../../../../../packages/upgrade/src/common/src/promise_util.ts","../../../../../../packages/upgrade
/src/common/src/downgrade_component.ts","../../../../../../packages/upgrade/src/common/src/downgrade_injectable.t
s","../../../../../../packages/upgrade/src/common/src/version.ts","../../../../../../packages/upgrade/static/src/angular1_pro
viders.ts","../../../../../../packages/upgrade/static/src/util.ts","../../../../../../packages/upgrade/static/src/downgrade_mod
ule.ts","../../../../../../packages/upgrade/src/common/src/upgrade_helper.ts","../../../../../../packages/upgrade/static/src/u
pgrade_component.ts","../../../../../../packages/upgrade/static/src/upgrade_module.ts","../../../../../../packages/upgrade/s
tatic/static.ts"],"sourcesContent":["/**\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\nexport type Ng1Token = string;\n\nexport type Ng1Expression = string |
Function;\n\nexport interface IAnnotatedFunction extends Function {\n // Older versions of `@types/angular`
typings extend the global `Function` interface with\n // `$inject?: string[]`, which is not compatible with `$inject?:
ReadonlyArray<string>` (used in\n // latest versions).\n $inject?: Function extends{$inject?: string[]}?
Ng1Token[]: ReadonlyArray<Ng1Token>;\n}\n\nexport type IInjectable = (Ng1Token | Function)[] |
IAnnotatedFunction;\n\nexport type SingleOrListOrMap<T> = T | T[] | {[key: string]: T};\n\nexport interface
IModule {\n name: string;\n requires: (string|IInjectable)[];\n config(fn: IInjectable): IModule;\n
directive(selector: string, factory: IInjectable): IModule;\n component(selector: string, component: IComponent):
IModule;\n controller(name: string, type: IInjectable): IModule;\n factory(key: Ng1Token, factoryFn: IInjectable):
IModule;\n value(key: Ng1Token, value: any): IModule;\n constant(token: Ng1Token, value: any): IModule;\n
run(a: IInjectable): IModule;\n}\nexport interface ICompileService {\n (element: Element|NodeList|Node[]|string,
transclude?: Function): ILinkFn;\n}\nexport interface ILinkFn {\n (scope: IScope, cloneAttachFn?:
ICloneAttachFunction, options?: ILinkFnOptions): IAugmentedJQuery;\n $$slots?: {[slotName: string]:
ILinkFn};\n}\nexport interface ILinkFnOptions {\n parentBoundTranscludeFn?: Function;\n
transcludeControllers?: {[key: string]: any};\n futureParentElement?: Node;\n}\nexport interface
IRootScopeService {\n $new(isolate?: boolean): IScope;\n $id: string;\n $parent: IScope;\n $root: IScope;\n
$watch(exp: Ng1Expression, fn?: (a1?: any, a2?: any) => void): Function;\n $on(event: string, fn?: (event?: any,
...args: any[]) => void): Function;\n $destroy(): any;\n $apply(exp?: Ng1Expression): any;\n $digest(): any;\n
$evalAsync(exp: Ng1Expression, locals?: any): void;\n $on(event: string, fn?: (event?: any, ...args: any[]) => void):
Function;\n $$childTail: IScope;\n $$childHead: IScope;\n $$nextSibling: IScope;\n [key: string]: any;\n}\nexport
interface IScope extends IRootScopeService {}\n\nexport interface IAngularBootstrapConfig { strictDi?: boolean;
}\nexport interface IDirective {\n compile?: IDirectiveCompileFn;\n controller?: IController;\n controllerAs?:
string;\n bindToController?: boolean|{[key: string]: string};\n link?: IDirectiveLinkFn|IDirectivePrePost;\n name?:

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module: (prefix: string, dependencies?: string[]) => IModule;
element: { (e: string | Element | Document | IAugmentedJQuery): IAugmentedJQuery;
cleanData: (nodes: Node[] | NodeList) => void;
injector: (modules: Array<injectable>, strictDi?: boolean) => InjectorService;
version: { major: number;
resumeBootstrap: () => void;
getTestability: (e: Element) => ITestabilityService | null;
entry { 
if (window.hasOwnProperty('angular')) { 

angular = angular;

let angular: {
  bootstrap: (e: Element, modules: (string | IInjectable)[], config?: IAngularBootstrapConfig) => void;
i

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

let angular: {
  bootstrap: (e: Element, modules: (string | IInjectable)[], config?: IAngularBootstrapConfig) => void;
i

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

let angular: {
  bootstrap: (e: Element, modules: (string | IInjectable)[], config?: IAngularBootstrapConfig) => void;

const noNgElement: typeof angular.element = (() => noNg()) as any;
noNgElement.cleanData = noNg;
const capitalAttr = this.attr.charAt(0).toUpperCase() + this.attr.substr(1);
const onAttr = `on${capitalAttr}`;
const bindAttr = `bind${capitalAttr}`;
const bindonAttr = `bindon${capitalAttr}`;

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 */

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!
  if (console.error) {
    console.error(e, e.stack);
  } else {
    // tslint:disable-next-line:no-console
    console.log(e, e.stack);
  }
  throw e;
}

export function controllerKey(name: string): string {
  return '$' + name + 'Controller';
}

export function directiveNormalize(name: string): string {
  return name.replace(DIRECTIVE_PREFIX_REGEXP, '')
      .replace(DIRECTIVE_SPECIAL_CHARS_REGEXP, (_, letter) => letter.toUpperCase());
}

export function getTypeName(type: Type<any>): string {
  // Return the name of the type or the first line of its stringified version.
  return (type as any).overriddenName || type.name || type.toString().split('\n')[0];
}

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

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

export function isFunction(value: any): value is Function {
  return typeof value === 'function';
}

export function validateInjectionKey($injector: IInjectorService, downgradeModule: string, injectionKey: string, attemptedAction: string): void {
  const upgradeAppType = getUpgradeAppType($injector);
  const downgradedModuleCount = getDowngradedModuleCount($injector);

  // Check for common errors.
  switch (upgradeAppType) {
    case UpgradeAppType.Dynamic:
    case UpgradeAppType.Static:
      if (downgradedModule) {
        throw new Error(`Error while ${attemptedAction}: 'downgradedModule' unexpectedly specified.\n` +
            'You should not specify a value for \'downgradedModule\', unless you are downgrading ' +
            'more than one Angular module (via \\ndowngradeModule()\').');
      }
      break;
    case UpgradeAppType.Lite:
      if (!downgradedModule && (downgradedModuleCount >= 2)) {
        throw new Error(`Error while ${attemptedAction}: 'downgradedModule' not specified.\n` +
            'This application contains more than one downgraded Angular module, thus you need to ' +
            'always specify \(\{\} downgradedModule\} when downgrading components and ' +
            'injectables.');
      }
      if (!$injector.has(injectionKey)) {
        throw new Error(`Error while ${attemptedAction}: Unable to find the specified downgraded module.\n` +
            'Did you forget to downgrade an Angular module or include it in the AngularJS ' +
            'application?');
      }
      break;
    default:
      throw new Error(`Error while ${attemptedAction}: Not a valid \@angular/upgrade\' application.\n` +
        'Did you forget to downgrade an Angular module or include it in the AngularJS ' +
        'application?');
  }
}

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

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

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

export const enum UpgradeAppType {
  None,
  Dynamic,
  Static,
  Lite,
}

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

/**
 * @return Whether the passed-in component implements the subset of the
 *     `ControlValueAccessor` interface needed for
 *     AngularJS `ng-model`
 *     compatibility.
 */
function supportsNgModel(component: any) {
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      typeof component.registerOnChange === 'function';
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/**
 * @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\nif (it implements the needed subset of the `ControlValueAccessor` interface).\n
```typescript
export function hookupNgModel(ngModel: INgModelController,
component: any) { if (ngModel && supportsNgModel(component)) {
  ngModel.$$render = () => {\n    component.writeValue(ngModel.$$viewValue); };

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

/**
 * Test two values for
 * strict equality, accounting for the fact that `NaN !== NaN`.\n */
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, InjectorService, INgModelController, IParseService, IScope} from
'/angular1\nimport {PropertyBinding} from './component_info';\nimport {SCOPES} from './constants';\nimport getTypeName, hookupNgModel, strictEquals} from './util';\n
const INITIAL_VALUE = {\n  __UNINITIALIZED__: true\n};\n
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[] = [];\n    const projectableNodes: Node[] = this.groupProjectableNodes();\n    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}];\n    const childInjector = Injector.create(
      {providers: providers, parent: this.parentInjector, name:
        'DowngradeComponentAdapter'}, null);
    const childInjector = Injector.create(
      {providers: providers, parent: this.parentInjector, name:
        'DowngradeComponentAdapter'}, this.componentFactory.create(childInjector, projectableNodes, this.element));\n
    this.componentRef =\n      this.componentFactory.create(childInjector, projectableNodes, this.element);\n    this.viewChangeDetector =\n      this.componentRef.injector.get(ChangeDetectorRef);\n    this.changeDetector =\n      this.componentRef.changeDetectorFactory.create();\n    this.component = this.componentRef.instance;\n    // testability hook is
    // commonly added during component bootstrap in\n    // packages/core/src/application_ref/bootstrap\n    // in
downgraded application, component creation will take place here as well as adding the\n    // testability hook.\n    const testability = this.componentRef.injector.get(Testability, null);\n    if (testability) {
      this.componentRef.injector.get(TestabilityRegistry)\n        .registerApplication(this.componentRef.location.nativeElement, testability);
    }
    hookupNgModel(this.ngModel, this.component);\n  }

  setupInputs(manuallyAttachView: boolean,\n  propagateDigest = true): void {\n    const attrs = this.attrs;\n    const inputs = this.componentFactory.inputs || [];
    for (let i = 0; i < inputs.length; i++) {
      const input = new PropertyBinding(inputs[i].propName,\n        inputs[i].templateName);\n      let expr = string
      if (expr) {
        const observeFn = (prop => {
          let prevValue = INITIAL_VALUE;\n          return (currValue: any) => {\n            // Initially, both "$observe()" and "$watch()" will call this function.\n            if (!strictEquals(prevValue, currValue)) {\n              if (prevValue === INITIAL_VALUE) {\n                prevValue = currValue;
              }
            }
          };
```
this.updateInput(prop, prevValue, currValue);  
  prevValue = currValue;  
})(input.prop);  
  attrs.Sobservable(input.attr, observeFn);  
  // Use '$watch' (in addition to 'Sobserve()') in order to initialize the input in time  
  // for 'ngOnChanges()' . This is necessary if we are already in a 'Sdigest',  
  // which means that 'ngOnChanges()' (which is called by a watcher) will run before the 'Sobserve()'  
  // callback.  
  let unwatch: Function|null = this.componentScope.$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];  
  } else 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;  
  if (this.implementsOnChanges) {  
    this.$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  
        when inputs change.  
        if (!propagateDigest) {  
          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.$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.)
  }

  registerCleanup() {  
    const  
    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;
  }

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

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

  return projectableNodes;
}

function findMatchingNgContentIndex(element: any, ngContentSelectors: string[]): number|null {
  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[wildcardNgContentIndex] = wildcardNgContentIndex;
  }
  return ngContentIndices.sort();
}

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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 */

import {isFunction} from './util';

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

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

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

  static all<T>(valuesOrPromises: (T|Thenable<T>)[]): SyncPromise<T[]> {
    const aggrPromise = new SyncPromise<T[]>();

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

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

    return aggrPromise;
}

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

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

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

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 */

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

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

/**
 * @description
 *
 * A helper function that allows an Angular component to be used from AngularJS.
 *
 * *Part of the [upgrade/static](api?query=upgrade%2Fstatic) library for hybrid upgrade apps that support AOT compilation*
 */
This helper function returns a factory function to be used for registering an AngularJS wrapper directive for `downgrading` an Angular component. Let's assume that you have an Angular component called `ng2Heroes` that needs to be made available in AngularJS templates.

The `downgradeComponent()` function returns a factory function that we can use to define the AngularJS directive that wraps the `downgraded` component. For more details and examples on downgrading Angular components to AngularJS components please visit the Upgrade guide.

@usageNotes

### Examples

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

```typescript
@Directive({
  selector: '[downgradedModule]'
})
export class MyAngularJSComponent {
  constructor(private injector: Injector) {
    this.injector.get(DonatedModule);  // Assuming that this module is donated
  }
}
```

This is the module, whose corresponding Angular module will be bootstrapped, when the component needs to be instantiated.

```typescript
const downgradeComponent: Factory = (info: {
  component: Type<any>;
  downgradedModule?: string;
  propagateDigest?: boolean;
}) => {
  const directiveFactory: IDirective = (scope, element, attrs, required) => {
    // We might have to compile the contents as asynchronously, because this might have been triggered by `UpgradeNg1ComponentAdapterBuilder`, before the Angular templates have been compiled.
    this.ngModel.$watchProperty(socket);  // Assuming that this component has an AngularJS wrapper
  }
}
```

This parameter is no longer used since v4.

```typescript
const downgradedComponent = downgradeComponent({
  component: MyAngularJSComponent
});
```

This parameter is no longer used since v4.

```typescript
const downgradeModule = downgradeModule({
  moduleName: 'MyModule'
});
```

This parameter is no longer used since v4.

```typescript
const downgradeModule = downgradeModule({
  moduleName: 'MyModule'
});
```

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

```typescript
const downgradeComponent = downgradeComponent({
  component: MyAngularJSComponent,
  downgradedModule: 'MyModule'
});
```

If set to `false`, change detection will be performed when any of the component's inputs changes. (Default: true)

```typescript
const downgradeComponent = downgradeComponent({
  component: MyAngularJSComponent,
  propagateDigest: false
});
```

Whether to perform change detection on the component on every

```typescript
const downgradeComponent = downgradeComponent({
  component: MyAngularJSComponent,
  propagateDigest: true
});
```

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`.
- `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.
- `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 `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 `NgModule` 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 aren't 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.
- `finalModuleInjector` and `finalParentInjector`.
  - If there is a parent component, use its injector as parent injector. If this is a "top-level" Angular component, use the module injector.
  - If this is a "top-level" Angular component or the parent component may belong to a `NgModule` different from the current `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 !;

- `finalParentInjector`.
  - If this is a "top-level" Angular component, use its injector as parent injector.
  - If this is a "top-level" Angular component or the parent component may belong to a `NgModule` different from the current `NgModule`, use the module injector for module-specific dependencies.

- `finalModuleInjector` and `finalParentInjector`.
  - If there is a parent component, use its injector as parent injector.
  - If this is a "top-level" Angular component, use its injector as parent injector.

- doDowngrade = (injector: Injector, moduleInjector: Injector) => {
  // Retrieve `ComponentFactoryResolver` from the `NgModule` this component belongs to.
  // const componentFactoryResolvers = new ParentInjectorPromise(element);
  // componentFactoryResolvers.promises.push(
  //   new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, $injector, $compile, $parse, componentFactory, wrapCallback);

  // facade.createComponent(projectableNodes);
  // facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
  // facade.setupOutputs();
  // facade.registerCleanup();

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

  // if (ranAsync) { `if this is run async, it is possible that it is not run inside a digest and initial input values will not be detected.` scope.$evalAsync(() => {});

  const injectorPromise = new ParentInjectorPromise(element);
  const facade = new DowngradeComponentAdapter(element, attrs, scope, ngModel, injector, $injector, $compile, $parse, componentFactory, wrapCallback);
  facade.createComponent(projectableNodes);
  facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
  facade.setupOutputs();
  facade.registerCleanup();

  injectorPromise.resolve(facade.getInjector());

  if (ranAsync) { `if this is run async, it is possible that it is not run inside a digest and initial input values will not be detected.` scope.$evalAsync(() => {});

  const downgradeFn = (injector: Injector, mInjector: Injector) => {
    if (!ngZone) { `Not using `ParentInjectorPromise.all` (which is inherited from `SyncPromise`), because Closure Compiler (or some related tool) complains: `Type Error ...Ssrc$downgrade_component_ParentInjectorPromise.all is not a function` Synch Promise.all([finalParentInjector, finalModuleInjector]).then([mInjector, mInjector]);

  // bracket-notation because
  // of closure - see #1444
  directiveFactory[$injector] = [$COMPILE, $INJECTOR, $PARSE];

  return directiveFactory;

  // constructor(private element: PrivateElement, private ngZone: NgZone, private injector: Injector, private elementRef: ElementRef, private controllerKey: string = controllerKey(INJECTOR_KEY));
}
```javascript
IAugmentedJQuery) {
  super();

  resolve(injector: Injector): void {
    super();

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

  resolve(injector: Injector): void {
    // Release the element to prevent memory leaks.
    this.element = null !;

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

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

import {Injector} from '@angular/core';
import {Injector} from '@angular/core';
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.
 *
 * @param token an `InjectionToken` that identifies a service provided from Angular.
 * @param downgradedModule the name of the downgraded module (if any) that the injectable "belongs to", as returned
 * by a call to `downgradeModule()`. It is the module, whose injector will be used for instantiating the
 * injectable.<br />
 * (This option is only necessary when using `downgradeModule()` to downgrade more than one
 * Angular module as the injectable, but it is _not_ used in an AngularJS component that may be used
 * independently of Angular or that use in a downgraded Angular component from a different module.
 *
 * @returns a 
 * [factory function](https://docs.angularjs.org/guide/di) that can be used
 * to register the service on an AngularJS module.
 *
 * @publicApi
 */
export function downgradeInjectable(token: any, downgradedModule: string = ''): Function {
  const factory = function($injector: IInjectorService) {
    const injectorKey = `${INJECTOR_KEY}${downgradedModule}`;
    const injectableName = isFunction(token) ? getTypeName(token) : String(token);
    const attemptedAction = `instantiating injectable '${injectableName}'`;

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

    const injector: Injector = $injector.get(injectorKey);
    return injector.get(token);
  };
  (factory as any)['$inject'] = [$INJECTOR];

  return factory;
}

/**
 * @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');

```

Open Source Used In MSX SD-Access Service Pack 3.9.0 1464
IInjectorService) {
  tempInjectorRef = injector;
} export function injectorFactory() {
  if (!tempInjectorRef) {
    throw new Error('Trying to get the AngularJS injector before it being set.');
  } injector = tempInjectorRef;
}

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

import {Injector,ɵNOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR as
NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR} from '@angular/core';

export class NgAdapterInjector implements Injector {
  constructor(private modInjector: Injector) {}

  // When Angular locate a service in the component injector tree, the not found value is set to
  // NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR. In such a case we should not walk up to the module
  // injector. AngularJS only supports a single tree and should always check the module injector.
  get(token: any, notFoundValue?: any): any {
    if (notFoundValue === NOT_FOUND_CHECK_ONLY_ELEMENT_INJECTOR) {
      return notFoundValue;
    }

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

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

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 `{@link upgrade/static] library for hybrid upgrade apps that
 * support AOT
 * compilation.`
 *
 * `downgradeModule()` requires either an `NgModuleFactory` or a function:
 * - `NgModuleFactory`: If you pass an `NgModuleFactory`, it will be used to instantiate a `NgModule`
 * - `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`.
 *
 * 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 `NgModule`
 *   using
 *   `platformBrowser`'s `{@link PlatformRef#bootstrapModuleFactory bootstrapModuleFactory}`
 *   function.
 *
 * @usageNotes
 * Apart from `UpgradeModule`, you can use the rest of the `{@link 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 `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:

- You cannot use `downgradeModule()` and `UpgradeModule` in the same 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 `downgradeModule()` and `UpgradeModule` in the same hybrid application. Use one or the other.

### Differences with `UpgradeModule`

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

1. Unlike `UpgradeModule`, `downgradeModule()` does not bootstrap the main AngularJS module inside the Angular part of the application. What this means is that applications using `UpgradeModule` will run change detection more frequently in order to ensure that both frameworks are properly notified about possible changes. This will inevitably result in more change detection runs than necessary.

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

   - If this is not your intention, you can have a shared module (that will act as act as the "root" module) and create all downgraded modules using that module's injector:

     ```typescript
     @example upgrade/static/ts/lite-multi-shared/module.ts
     ```

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

   - 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:
UpgradeHelper.getTemplate(this.$injector, this.directive, false, this.$element) as string;
})

onDestroy($scope: IScope, IControllerInstance?: any) {
  if (controllerInstance && isFunction(controllerInstance.$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/c743cb2d8553267f955f71ea7248377915613fd9/src/manipulation.js#L223
  // https://github.com/angular/angular.js/blob/26dcd5f830902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-L312
  // `cleanData` will invoke the AngularJS 'Sdestroy' DOM event
  // https://github.com/angular/angular.js/blob/26dcd5f830902a3d22f4b2aab70d86d4d688c82/src/Angular.js#L1192

  angularElement.cleanData(this.$element); // get the DOM element
  angularElement.cleanData(this.element.querySelector('/*'));
}

prepareTransclusion(): ILinkFn|undefined {
  const transclude = this.directive.transclude;
  const contentChildNodes = this.extractChildNodes();
  const 
  attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
    // Since AngularJS v1.5.8, `cloneAttachFn` will try to destroy the transclusion scope if
    // `Template` is empty. Since the transcluded content comes from Angular, not AngularJS,
    // there will be no transclusion scope here.
    // Provide a dummy `scope: Sdestroy()` method to prevent `cloneAttachFn` from throwing.
    // `scope: scope || { "$destroy": () => undefined }` return
    cloneAttachFn !(Template, scope);
  };
  let $template = contentChildNodes;

  if (transclude) {
    const slots = Object.create(null);
    const filledSlots = Object.create(null);
    const slotMap = slotMap[directiveNormalize(node.nodeName.toLowerCase())] = null;
    // `null`: Defined but not yet filled.
    filledSlots[slotName] = optional; // Consider optional slots as filled.
    $template.forEach(node => {
      if (node.nodeType === Node.TEXT_NODE && !node.nodeValue) {
        node.nodeValue = '\u200C';
      }
    });
  }

  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];
    });
  }

  return requiredControllers;
}

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

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, ngOnChanges, DoCheck, OnDestroy {
  private helper: UpgradeHelper;
  private $injector: IInjectorService;
  private element: Element;
  private $element: IAugmentedJQuery;
  private $componentScope: IScope;
  private directive: IDirective;
  private bindings: Bindings;
  private pendingChanges: SimpleChanges | null;
  private controllerInstance!: IControllerInstance;
  private bindingDestination!: IBindingDestination;
  private twoWayBoundProperties = this.bindings.twoWayBoundProperties;
  private twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;

  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.directive = this.helper.directive;
    this.bindings = this.initializeBindings(this.directive);
    const $parentScope = injector.get($SCOPE);
    const $componentScope = $parentScope.$new(!!this.directive.scope);
    this.$componentScope = $componentScope;
    this.initializeOutputs();

    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.`);
    }

    this.bindingDestination = bindToController ? this.controllerInstance : this.$componentScope;
    this.bindOutputs();

    const requiredControllers = this.helper.resolveAndBindRequiredControllers(this.controllerInstance);

    if (this.pendingChanges) {
      this.forwardChanges(this.pendingChanges);
      this.pendingChanges = null;
    }

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

    if (this.controllerInstance && isFunction(this.controllerInstance.$doCheck)) {
      const callDoCheck = () => this.controllerInstance.$doCheck();
      this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
      callDoCheck();
    }

    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);
    }

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

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

    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];
      if (newValue !== oldValue) {
        const postLink = typeof link == 'object' ? link.post : link;
        const attr: IAttributes = NOT_SUPPORTED;
        const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
        if (preLink) {
          preLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn);
        }
        linkFn(this.$componentScope, null, !!(parentBoundTranscludeFn: attachChildNodes));
        if (postLink) {
          postLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn)
        }
        if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
          this.controllerInstance.$postLink();
        }
      }
    });
  }

  ngOnInit() {
    const attachChildNodes = 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 ${this.directive.name} specifies 'bindToController' but no controller.`);
    }

    const $parentScope = injector.get($SCOPE);
    const $componentScope = $parentScope.$new(!!this.directive.scope);

    this.$componentScope = $componentScope;
    this.initializeOutputs();

    if (this.pendingChanges) {
      this.forwardChanges(this.pendingChanges);
      this.pendingChanges = null;
    }

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

    if (this.controllerInstance && isFunction(this.controllerInstance.$doCheck)) {
      const callDoCheck = () => this.controllerInstance.$doCheck();
      this.unregisterDoCheckWatcher = this.$componentScope.$parent.$watch(callDoCheck);
      callDoCheck();
    }

    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);
    }

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

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

    const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    const twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    const propertyToOutputMap = this.bindings.propertyToOutputMap;
    twoWayBoundProperties.forEach((propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];
      if (newValue !== oldValue) {
        const postLink = typeof link == 'object' ? link.post : link;
        const attr: IAttributes = NOT_SUPPORTED;
        const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
        if (preLink) {
          preLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn);
        }
        linkFn(this.$componentScope, null, !!(parentBoundTranscludeFn: attachChildNodes));
        if (postLink) {
          postLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn)
        }
        if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
          this.controllerInstance.$postLink();
        }
      }
    });
  }

  ngOnChanges(changes: SimpleChanges) {
    if (!this.bindingDestination) {
      this.pendingChanges = changes;
    } else {
      this.forwardChanges(changes);
    }

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

    const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    const twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    twoWayBoundProperties.forEach((propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];
      if (newValue !== oldValue) {
        const postLink = typeof link == 'object' ? link.post : link;
        const attr: IAttributes = NOT_SUPPORTED;
        const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
        if (preLink) {
          preLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn);
        }
        linkFn(this.$componentScope, null, !!(parentBoundTranscludeFn: attachChildNodes));
        if (postLink) {
          postLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn)
        }
        if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
          this.controllerInstance.$postLink();
        }
      }
    });
  }

  ngDoCheck() {
    const twoWayBoundProperties = this.bindings.twoWayBoundProperties;
    const twoWayBoundLastValues = this.bindings.twoWayBoundLastValues;
    const propertyToOutputMap = this.bindings.propertyToOutputMap;
    twoWayBoundProperties.forEach((propName, idx) => {
      const newValue = this.bindingDestination[propName];
      const oldValue = twoWayBoundLastValues[idx];
      if (newValue !== oldValue) {
        const postLink = typeof link == 'object' ? link.post : link;
        const attr: IAttributes = NOT_SUPPORTED;
        const transcludeFn: ITranscludeFunction = NOT_SUPPORTED;
        if (preLink) {
          preLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn);
        }
        linkFn(this.$componentScope, null, !!(parentBoundTranscludeFn: attachChildNodes));
        if (postLink) {
          postLink(this.$componentScope, this.$element, attr, requiredControllers, transcludeFn)
        }
        if (this.controllerInstance && isFunction(this.controllerInstance.$postLink)) {
          this.controllerInstance.$postLink();
        }
      }
    });
  }

  ngOnDestroy() {
    if (this.controllerInstance && isFunction(this.controllerInstance.$onDestroy)) {
      this.controllerInstance.$onDestroy();
    }
  }
}
(!looseIdentical(newValue, oldValue)) {

    const outputName = propertyToOutputMap[propName];
    const eventEmitter: EventEmitter<any> = (this as any)[outputName];
    eventEmitter.emit(newValue);
    twoWayBoundLastValues[idx] = newValue;
    ngOnDestroy();
}

if (isFunction(this.unregisterDoCheckWatcher)) {
    this.unregisterDoCheckWatcher();
}

this.helper.onDestroy(this.$componentScope, this.controllerInstance);

private initializeBindings(directive: IDirective) {
    const btcIsObject = typeof directive.bindToController === 'object';
    if (btcIsObject && Object.keys(directive.bindToController).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() {
    // Initialize the outputs for `=` and `&` bindings
    bindings.twoWayBoundProperties.concat(bindings.expressionBoundProperties)
        .forEach(propName => {
            const outputName = bindings.propertyToOutputMap[propName];
            (this as any)[outputName] = new EventEmitter();
        });
}

private bindOutputs() {
    // Bind `&` bindings to the corresponding outputs
    bindings.expressionBoundProperties.forEach(propName => {
        const outputName = bindings.propertyToOutputMap[propName];
        const emitter = (this as any)[outputName];

        this.bindingDestination[propName] = (value: any) => emitter.emit(value);
    });
}

private forwardChanges(changes: SimpleChanges) {
    // Forward input changes to `bindingDestination`
    Object.keys(changes).forEach(propName => this.bindingDestination[propName] = changes[propName].currentValue);
    if (isFunction(this.bindingDestination.$onChanges)) {
        this.bindingDestination.$onChanges(changes);
    }
}

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 */

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_NAME, LAZY_MODULE_REF, UPGRADE_APP_TYPE_KEY, UPGRADE_MODULE_NAME} from '../../src/common/src/constants';
import {LazyModuleRef, UpgradeAppType, controllerKey} from '../..//src/common/src/angular1';

@NgModule({
    declarations: []
})
export class UpgradeModule implements IProvider {

    // if the hybrid upgrade application uses an AngularJS component that wraps an Angular component
    // that can be used in an Angular module. See `UpgradeComponent`. * 2. Creation of an AngularJS directive that wraps and exposes an Angular component so it can be used in an Angular module. 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 Angular service]
below. Creation of an AngularJS service that wraps and exposes an Angular injectable service so that it can be injected into an AngularJS context. See * [link downgradeInjectable] Bootstrapping of a hybrid Angular application which contains both of the frameworks coexisting in a single application.

import {UpgradeModule} from '@angular/upgrade/static';

See also the * [link UpgradeModule#examples examples] below. When reasoning about how a hybrid application works it is useful to have a mental model which describes what is happening and explains what is happening at the lowest level. There are two independent frameworks running in a single application, each framework treats the other as a black box. Each DOM element on the page is owned exactly by one framework. Whichever framework instantiated the element is the owner. Each framework only updates/interacts with its own DOM elements and ignores others. AngularJS directives always execute inside the AngularJS framework codebase regardless of where they are instantiated. Angular components always execute inside the Angular framework codebase regardless of where they are instantiated. An AngularJS component can be "upgraded" to an Angular component. This is achieved by defining an Angular directive, which bootstraps the AngularJS component at its location in the DOM. See `UpgradeComponent`. An Angular component can be "downgraded" to an AngularJS component. This is achieved by defining an AngularJS directive, which bootstraps the Angular component at its location in the DOM. See `downgradeComponent`. Whenever an "upgraded" component is instantiated the host element is owned by the framework doing the instantiation. The other framework then instantiates and owns the view for that component. This implies that the component bindings will always follow the semantics of the instantiation framework. The DOM attributes are parsed by the framework that owns the current template. So attributes in AngularJS templates must use kebab-case, while AngularJS templates must use camelCase. 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 `UpgradeComponent` class

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

Importing this `NgModule` will add providers for the core

* [AngularJS services](https://docs.angularjs.org/api/ng/service) to the root injector.

The runtime instance of this class contains a method, which you use to bootstrap the top level AngularJS module onto an element in the DOM for the hybrid upgrade app.

It also contains properties to access the

* root injector

and

* [AngularJS $injector](https://docs.angularjs.org/api/auto/service/$injector).

Import the `UpgradeModule` into your top level

* [AngularJS module](https://docs.angularjs.org/api/ng/type/angular.Module) in the

* `ngDoBootstrap` method.

Finally, kick off the whole process, by bootstrapping the top level AngularJS module onto an element in the DOM for the hybrid upgrade application.

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* [AngularJS module](https://docs.angularjs.org/api/ng/type/angular.Module) in the

* `ngDoBootstrap` method.

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* `ngDoBootstrap` method.

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Import the `UpgradeModule` into your top level

* [AngularJS module](https://docs.angularjs.org/api/ng/type/angular.Module) in the

* `ngDoBootstrap` method.

Finally, kick off the whole process, by bootstrapping the top level AngularJS module onto an element in the DOM for the hybrid upgrade application.
@publicApi

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

```typescript
  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 thisNgModule
   * @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
   * @param [bootstrap] the bootstrap element, modules: string[] = [],
   * config?: any /*angular.IAngularBootstrapConfig*/
   */
  bootstrap(
      element: Element, modules: string[] = [],
      config?: any /*angular.IAngularBootstrapConfig*/) {
    const INIT_MODULE_NAME =
      UPGRADE_MODULE_NAME + '.init';
    // Create an ng1 module to bootstrap
    const initModule =
      angularModule(INIT_MODULE_NAME, []
    .constant(UPGRADE_APP_TYPE_KEY,
        UpgradeAppType.Static)
    .value(INJECTOR_KEY, this.injector)
    .factory(LAZY_MODULE_REF, [
      INJECTOR_KEY,
      (injector: Injector) => ({ injector } as LazyModuleRef)
    ])
    .config([
      $PROVIDE, $INJECTOR,
      ($provide: IProvideService,
        $injector: IInjectorService) => {
        if ($injector.has($$TESTABILITY)) {
          $provide.decorator($$TESTABILITY, [
            $DELEGATE,
            (testabilityDelegate: ITestabilityService) => {
              const originalWhenStable = testabilityDelegate.whenStable;
              const injector = this.injector;
              // Cannot use arrow function below because we need the
              context
              const newWhenStable = function(callback: Function) {
                return testabilityDelegate.whenStable;
              };
            };
          };
        }
        if ($injector.has($INTERVAL)) {
          $provide.decorator($INTERVAL, [
            $DELEGATE,
            (intervalDelegate: IIntervalService) => {
              let wrappedInterval =
                (fn: Function, delay: number,
                  count?: number, invokeApply?: boolean,
                  ...pass: any[]) => {
                  return this.ngZone.runOutsideAngular(() => {
                    return intervalDelegate((...args: any[]) => {
                      return wrappedInterval;
                    });
                  });
                };
          };
        }
      }
    ]);
    // Run callback in the next VM turn - $interval calls
    // $rootScope.$apply, and running
    this.ngZone.runOutsideAngular(() => {
      return wrappedInterval;
    });
  }
```
```javascript

});

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'];

// Bootstrap the AngularJS application inside our zone
this.ngZone.run(() => {
    bootstrap(element, [upgradeModule.name], config);
});

// Patch resumeBootstrap() to run inside the ngZone
if (windowAngular.resumeBootstrap) {
    const originalResumeBootstrap: () => void = windowAngular.resumeBootstrap;
    windowAngular.resumeBootstrap = function() {
        let args = arguments;
        windowAngular.resumeBootstrap = originalResumeBootstrap;
        return ngZone.run(() => windowAngular.resumeBootstrap.apply(this, args));
    };
}

```
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```javascript
/**
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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');
```

Found in path(s):
* /opt/ws_local/PERMITS_SQL/104774535_1591199783.98/0/angular-upgrade-9-0-7-src-zip/fesm2015/static.js.map

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REQUIRE_INJECTOR = "\^\n" + INJECTOR_KEY;\nexport const REQUIRE_NG_MODEL = "\n\nngModel\n\nconst UPGRADE_MODULE_NAME = "$$UpgradeModule\n\n"/**
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 * found in the LICENSE file at https://angular.io/license
 */

/**
 * 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.
 */
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}`;
  }
}

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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!
  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 `$\n\n\nController`;\n}

export function directive Normalize(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')\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;
}

UpgradeAppType.None;\n\n
function getUpgradeAppType(Sinjector: IInjectorService) {\n  UpgradeAppType.None;
}

UpgradeAppType.None;\n\n
function getUpgradeAppType(Sinjector: IInjectorService) {\n  UpgradeAppType.None;
}

UpgradeAppType.None;
export class Deferred<R> {
  promise: Promise<R>;
  // TODO(issue/24571): remove `!`. not resolving
  resolve!: (value?: R | PromiseLike<R>) => void;
  // TODO(issue/24571): remove `!`. not rejecting
  reject!: (error?: any) => void;
}

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

const enum UpgradeAppType {
  None,
  Dynamic,
  Static,
  DynamicStatic,
}

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

/**
 * Test two values for
 */
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 {
  private implementsOnChanges
  = false;
  private inputChangeCount: number = 0;
  private inputChanges: SimpleChanges = {};
  private componentScope: IScope;
  // TODO(issue/24571): remove `!`. not resolving
  private componentRef!: ComponentRef<any>;
  // TODO(issue/24571): remove `!`. not resolving
  private changeDetector!: ChangeDetectorRef;
  // TODO(issue/24571): remove `!`. not resolving
  private viewChangeDetector!: ChangeDetectorRef;

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

  compileContents(): Node[][] {
    const compiledProjectableNodes: Node[][] = [];
    const projectableNodes: Node[][] = this.groupProjectableNodes();
    const linkFns = projectableNodes.map(nodes =>
      this.$compile(nodes));

    this.element.empty();

    linkFns.forEach(linkFn => {
      linkFn(this.scope,
        (clone: Node[]) => {
          compiledProjectableNodes.push(clone);
          this.element.append(clone);
        });
    });

    return compiledProjectableNodes;
  }

  createComponent(projectableNodes: Node[][]) {
    const providers: StaticProvider[] = [{
      provide: $SCOPE,
      useValue: this.componentScope
    }];
    const childInjector =
        Injector.create(
            {providers: providers, parent: this.parentInjector, name:
             'DowngradeComponentAdapter'});

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

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

    this.component = this.componentRef.instance;

    // testability hook is commonly added during component bootstrap
  }

  component.registerOnChange(component: any) {
    // TODO(issue/24571): remove `!`. not resolving
    // TODO(issue/24571): remove `!`. not resolving
    component.registerOnTouched ???
  }

  component.writeValue(value: any) {
    // TODO(issue/24571): remove `!`. not resolving
    this.component.$viewValue = value;

    // TODO(issue/24571): remove `!`. not resolving
    this.changeDetector.detectChanges();
  }

  component.registerOnChange(map: Map<any, any>) {
    // TODO(issue/24571): remove `!`. not resolving
    this.changeDetector.detectChanges();
  }

  component.$viewValue = INITIAL_VALUE;
};

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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);
}

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

setupInputs( manuallyAttachView: boolean, propagateDigest = true): void {
  const attrs = this.componentRef.attributeObserveFn;
  const inputs = this.componentFactory.inputs || [];

  for (let i = 0; i < inputs.length; i++) {
    if (attrs.hasOwnProperty(inputs[i].propName)) {
      const observeFn = (prop => {
        let prevValue = INITIAL_VALUE;
        return (currValue: any) => {
          if (!strictEquals(prevValue, currValue)) {
            prevValue = currValue;
            this.updateInput(prop, prevValue, currValue);
          }
        };
      })(inputs[i].propName);
      attrs.$observe(inputs[i].attr, observeFn);
      attrs.$watch(() => {
        unwatch !();
        unwatch = null;
        observeFn(attrs[inputs[i].attr]);
      });
    } else if (attrs.hasOwnProperty(inputs[i].bindAttr)) {
      if (attrs.hasOwnProperty(inputs[i].bindonAttr)) {
        const watchFn =
            (prop => (currValue: any, prevValue: any) =>
                 this.updateInput(prop, prevValue, currValue))(inputs[i].prop);
        this.componentScope.$watch(expr, watchFn);
      } else if (attrs.hasOwnProperty(inputs[i].bracketAttr)) {
        const watchFn =
            (prop => (currValue: any, prevValue: any) =>
                 this.updateInput(prop, prevValue, currValue))(inputs[i].prop);
        this.componentScope.$watch(expr, watchFn);
      } else if (attrs.hasOwnProperty(inputs[i].bracketParenAttr)) {
        const watchFn =
            (prop => (currValue: any, prevValue: any) =>
                 this.updateInput(prop, prevValue, currValue))(inputs[i].prop);
        this.componentScope.$watch(expr, watchFn);
      }
      if (watchFn != null) {
        const watchFn =
            (prop => (currValue: any, prevValue: any) =>
                 this.updateInput(prop, prevValue, currValue))(inputs[i].prop);
      }
    }
  }

  // Invoke `ngOnChanges()` properly
  if (propagateDigest) {
    this.componentScope.$watch(this.wrapCallback(detectChanges));
  }

  // If not opted out of propagating digests, invoke change detection
  if (propagateDigest) {
    this.parentInjector.get<ApplicationRef>(ApplicationRef);
    appRef.attachView(this.componentRef.hostView);
  }

  if (this.componentScope.$observe(this.componentRef.attributeObserveFn, null)) {
    this.componentScope.$watch(this.wrapCallback(detectChanges));
  }

  // If opted out of propagating digests, invoke change detection
  if (!propagateDigest) {
    this.componentScope.$observe(attrs[inputs[i].attr]);
  }
}

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}
const getter = this.$parse(expr);
  const setter = getter.assign;
  if (isAssignment &amp; &amp; setter) {
    try {
      if (eventEmitter) {
        if (emitter) {
          emitter.subscribe({
            next: (v: any) => getter(this.scope, { 'event': v })
          });
        } else {
          throw new Error('Missing emitter $('output.prop') on component
            '${getTypename(componentFactory.componentType)}'!');
        }
      }
    } catch (error) {
      throw error;  // Do nothing, if already resolved.
    }
  }
}

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

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 */

import { isFunction } from './util';

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

export function isThenable<T>(obj: unknown): obj is Thenable<T> {
  return 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;

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

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

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        p.then(v => resolve(idx, v));
      } else {
        resolve(idx, p);
      }
    });

    return aggrPromise;
  }

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    if (this.resolved) return;

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

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

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    if (this.resolved) {
      callback(this.value);
    } else {
      this.callbacks.push(callback);
    }
  }
}
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import {ComponentFactory, ComponentFactoryResolver, Injector, NgZone, Type, IAnnotatedFunction, IAttributes, IAugmentedJQuery, ICompileService, IDirective, IInjectorService, INgModelController, IParseService, IScope} from '@angular/core';
import {LazyModuleRef, UpgradeAppType, controllerKey, getDowngradedModuleCount, getTypeName, getUpgradeAppType, validateInjectionKey} from './util';
import {SyncPromise, Thenable} from './promise_util';
import {DowngradeComponentAdapter} from './downgrade_component_adapter';
import {ICompile, INJECTOR, LAZY_MODULE_REF, REQUIRE_INJECTOR, REQUIRE_NG_MODEL} from './constants';

/**
 * Allows an Angular component to be used from AngularJS.
 *
 * * This helper function returns a factory function to be used for registering
 * an AngularJS wrapper directive
 * function returns a factory function that we\n * can use to define the AngularJS directive that wraps the \"downgraded\" component\n * \n */
export function downgradeComponent(info: {
  component: Type<any>; downgradedModule?: string; propagateDigest?: boolean;
  /** @deprecated since v4. This parameter is no longer used */
  inputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  outputs?: string[];
  /** @deprecated since v4. This parameter is no longer used */
  selectors?: string[];
}): any /* angular.IInjectable */ {

  const directiveFactory: IAnnotatedFunction = function(
    // When using `downgradeModule()`,
    // we might have to compile the contents

asynchronously, because this might have been
        triggered by `UpgradeNg1ComponentAdapterBuilder`,
        before the Angular templates have
        been compiled.

        const ngModelController =
          parentInjector || hasMultipleDowngradedModules
            ? 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

              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); we use that `parentInjector` as both
            // `finalModuleInjector` and to get its injector (we don't need to bootstrap again).

            // If there is a
            // use the `parentInjector` as `finalParentInjector` and this downgraded
            // `NgModule` and use its injector as both
            // `finalModuleInjector` and to get its injector (we don't need to bootstrap again).

            const doDowngrade = (injector: Injector, moduleInjector: Injector) => {
              const componentFactoryResolver: ComponentFactoryResolver =
                moduleInjector.get(ComponentFactoryResolver);
              const componentFactory: ComponentFactory<any> =
                componentFactoryResolver.resolveComponentFactory(info.component) !;
              if (!componentFactory) {
                throw new Error(`Expecting ComponentFactory for: ${getTypeName(info.component)}`);
              }

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

              facade.createComponent(projectableNodes);
              facade.setupInputs(isNgUpgradeLite, info.propagateDigest);
              facade.setupOutputs();
              facade.registerCleanup();

              injectorPromise.resolve(facade.getInjector());
            } if (ranAsync) { // If this is run async, it is possible
              that it is not run inside $digest and initial input values will not be detected.
            } scope.$evalAsync(()
const downgradeFn = (pInjector: Injector, mInjector: Injector) => {
  if (!isNgUpgradeLite) {
    ngZone = pInjector.get(NgZone);
  }

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

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

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

// NOTE: Not using `ParentInjectorPromise.all()` (which is inherited from `SyncPromise`), because if
  closure (or some related tool) complains:
  // `TypeError: ...SrcScope downgrade_component_ParentInjectorPromise.all is not a function` SyncPromise.all([finalParentInjector, finalModuleInjector]).then((pInjector, mInjector)) =>
  downgradeFn(pInjector, mInjector); ranAsync = true;
}

// bracket-notation because of closure - see #1444

directiveFactory.$inject = [
  $COMPILE, $INJECTOR, $PARSE]

/**
 * Synchronous promise-like object to wrap parent injectors, to preserve the
 * synchronous nature of AngularJS's `$compile`. An `class=ParentInjectorPromise extends SyncPromise<Injector>`

  (p Injector: Injector, m Injector: Injector) => {
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}

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directiveFactory.$inject = [
  $COMPILE, $INJECTOR, $PARSE]
injector.get(token);\n}\n  \n  (factory as any)[\'Sinject\'] = [\$INJECTOR];\n  return factory;\n\n*/
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*/
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 * found in the LICENSE file at https://angular.io/license
 */

import {ElementRef, Injector, Injectable, SimpleChanges} from '@angular/core';
import {DirectiveRequireProperty, IAugmentedQuery, ICloneAttachFunction, ICompileService, IController, IControllerService, IDirective, IHttpBackendService, IInjectorService, ILinkFn, ITemplateCacheService, SingleOrListOrMap, element as angularElement} from 'angular1';

import {controllerKey, directiveNormalize, isFunction} from './util';
import {controllerKey, directiveNormalize, isFunction} from './util';
import {$COMPILE, $CONTROLLER, $HTTP_BACKEND, $INJECTOR, $TEMPLATE_CACHE} from './constants';
import {controllerKey, directiveNormalize, isFunction} from './util';
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`. \n    // if (directive.compile &\n    // & !directive.link) notSupported(name, 'compile');\n    // if (directive.replace) notSupported(name, 'replace');\n    // if (directive.terminal) notSupported(name, 'terminal');\n    \n    \n    \n    return directive;\n  }

  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');\n      } else {
        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));\n            } else {
              reject(`GET component template from '${url}' returned '${status}': '${response}'`);
            }\n          });\n        });\n      }
    } else {
      throw new Error(`Directive '${directive.name}' is not a component, it is missing template.`);
    }
  }

  buildController(controllerType: IController, $scope: IScope) {
    const locals = \{'$scope': $scope, '$element': this.$element\};
    const controller = this.$controller(controllerType, locals, null, this.directive.controllerAs);

    this.$element.data !(controllerKey(this.directive.name !), controller);

    return controller;
  }

  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/e743cd28553267f955f71ea7248377915613fd9/src/manipulation.js#L223
    // Open Source Used In MSX SD-Access Service Pack 3.9.0 1496
// https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/jqLite.js#L306-
// 'cleanData' will invoke the AngularJS '$destroy' DOM event
// https://github.com/angular/angular.js/blob/26ddc5f830f902a3d22f4b2aab70d86d4d688c82/src/Angular.js#L1911-
angularElement.cleanData();

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

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

  const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
    // Since AngularJS v1.5.8, `cloneAttachFn` will try
to destroy the transclusion scope if
    `'Template' is empty. Since the transcluded content comes from Angular,
but AngularJS, there will be no transclusion scope here.

    // Provide a dummy `scope.$destroy()` method
to prevent `cloneAttachFn` from throwing;
    scope = scope || {}; $scope.$destroy();

    return cloneAttachFn!(scope, cloneAttachFn);
  };

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

    const attachChildrenFn: ILinkFn = (scope, cloneAttachFn) => {
      if (transclude) {
        const slots = Object.create(null);
        let $template = contentChildNodes;

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

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

            slots[slotName] = null;
            // $template = contentChildNodes;
          });

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

        return attachChildrenFn;
      }
    }
  }

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

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

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

    return childNodes;
  }

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

    if (isMap(require)) {
      Object.keys(require).forEach(key => {
        const value = require[key];
        const match = value.match(REQUIRE_PREFIX_RE) !;
        const name =
value.substring(match[0].length);\n    if (name) { require[key] = match[0] + key; } }\n  }\n}\nreturn require;\n}\nprivate resolveRequire(require: DirectiveRequireProperty, controllerInstance?: any)\n  SingleOrListOrMap<IControllerInstance>null \n  if (!require) { return null; } else if (Array.isArray(require)) \n    return require.map(req => this.resolveRequire(req));\n} else if (typeof require === 'object') {\n  const match = require.match(REQUIRE_PREFIX_RE);\n  const inheritType = match[1] || match[3];\n  const constName = require.substring(match[0].length);\n  const isOptional = !!match[2];\n  const searchParents = !!inheritType;\n  const constOnParent = inheritType !== '^\^';\n  const ctrlKey = controllerKey(name);\n  const elem = startOnParent ? this.$element.parent() : this.$element;\n  const value = searchParents ?\n    elem.inheritedData!(ctrlKey) : elem.data!(ctrlKey);\n  if (!value && !isOptional) {\n    throw new Error(`Unable to find required '${require}' in upgraded directive '${this.name}':`);\n  }\n  return value;\n} else {\n  throw new Error(`Unrecognized 'require' syntax on upgraded directive '${this.name}': ${require}`);\n}\n}\nfunction getOrCall<T>(property: T | Function, ...args: any[]): T {\n  return isFunction(property) ? property(...args) : property;\n}\n// NOTE: Only works for typeof T !== 'object'.\nfunction isMap<T>(value: SingleOrListOrMap<T>): value is { [key: string]: T } {\n  return value && !Array.isArray(value) && typeof value === 'object';\n}\nfunction notSupported(name: string, feature: string) {\n  throw new Error(`Upgraded directive '${name}' contains unsupported feature: '${feature}'.`);\n}\n/**\n * @license
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 */

import {Directive, DoCheck, ElementRef, EventEmitter, Inject, Injector, OnChanges, OnDestroy, OnInit, SimpleChange, SimpleChanges, Type} from '@angular/core';

import {IAttributes, IDirective, IDirectivePrePost, IInjectorService, ILinkFn, IScope, ITranscludeFunction} from '../../common/src/angular1';
import {$SCOPE} from '../../common/src/constants';
import {IBindingDestination, IControllerInstance, UpgradeHelper} from '../../common/src/upgrade_helper';
import {isFunction, strictEquals} from '../../common/src/util';

const CAMEL_CASE = /([A-Z])/g;\nconst INITIAL_VALUE = {\n  __UNINITIALIZED__: true\n};\nconst NOT_SUPPORTED: any = 'NOT_SUPPORTED';

export class UpgradeNg1ComponentAdapterBuilder {
  // TODO(issue/24571): remove '!'.
  type!: Type<any>;
  inputs: string[] = [];
  inputsRename: string[] = [];
  outputs: string[] = [];
  outputsRename: string[] = [];
  propertyOutputs: string[] = [];
  checkProperties: string[] = [];
  propertyMap: { [name: string]: string } = {};
  directive: IDirective|null = null;
  // TODO(issue/24571): remove '!'.
  template!: string;

  constructor(public name: string) {
    const selector = name.replace(CAMEL_CASE, (all: string, next: string) => '-' + next.toLowerCase());
    const self = this;

    // Note: There is a bug in TS 2.4 that prevents us from
    // inlining this into @Directive
    // TODO(tbosch): 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,\n        UpgradeHelper {\n
      constructor(@Inject($SCOPE) scope: IScope, injector: Injector, elementRef: ElementRef) {
        super(new UpgradeHelper(injector, name, elementRef, self.directive || undefined), scope, self.template,\n          self.inputs, self.outputs, self.checkProperties, self.propertyMap) as any;\n      }
    }\n
    this.type = MyClass;
  }

  extractBindings() {
    const btcIsObject = typeof this.directive !== 'object';
    if (btcIsObject && Object.keys(this.directive.scope).length) {\n      throw new Error(`Binding definitions on scope and controller at the same time are not supported.`);\n    } \n    const directive = { selector: selector, inputs: this.inputsRename, outputs: this.outputsRename };\n    @Directive({jit: true, ...directive})\n    class MyClass extends UpgradeNg1ComponentAdapter implements OnInit, OnChanges, DoCheck, OnDestroy {\n
      constructor(@Inject($SCOPE) scope: IScope, injector: Injector, elementRef: ElementRef) {\n        super(new UpgradeHelper(injector, name, elementRef, self.directive || undefined), scope, self.template,\n          self.inputs, self.outputs, self.checkProperties, self.propertyMap) as any;\n      }
    }\n  }

  if (typeof T !== 'object') {
    return !null;\n  }
  if (typeof T === 'object') {\n    for (let propName in T) {\n      const propName = propName.replace(CAMEL_CASE, (all: string, next: string) => `' + next.toUpperCase());\n    }\n    for (let propName in T) {\n      const propName = propName.replace(CAMEL_CASE, (all: string, next: string) => `' + next.toUpperCase());\n      const propValue = T[propName];\n      if (propValue instanceof String) {\n        if (propValue.toUpperCase() === 'true') {\n          T[propName] = true;\n        }\n        if (propValue.toUpperCase() === 'false') {\n          T[propName] = false;\n        }\n        if (propValue.toUpperCase() === 'null') {\n          T[propName] = null;\n        }\n      }\n      if (propValue instanceof Object) {\n        if (propValue.constructor.name === 'Object') {\n          T[propName] = propValue;\n        }\n        if (propValue.constructor.name === 'Array') {\n          T[propName] = propValue.map(item => this.extractProperty(item));\n        }\n      }\n      if (propValue instanceof Array) {\n        T[propName] = propValue.map(item => this.extractProperty(item));\n      }\n      if (propValue instanceof String) {\n        if (propValue.toUpperCase() === 'true') {\n          T[propName] = true;\n        }\n        if (propValue.toUpperCase() === 'false') {\n          T[propName] = false;\n        }\n        if (propValue.toUpperCase() === 'null') {\n          T[propName] = null;\n        }\n      }\n      if (propValue instanceof Object) {\n        if (propValue.constructor.name === 'Object') {\n          T[propName] = propValue;\n        }\n        if (propValue.constructor.name === 'Array') {\n          T[propName] = propValue.map(item => this.extractProperty(item));\n        }\n      }\n    }\n  }\n}
this.setComponentProperty(name, change.currentValue);
    ng1Changes[this.propertyMap[name]] = change;
}

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

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

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, 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()`) from
 *    `@angular/platform-browser-dynamic\`\`\n *    import {IAngularBootstrapConfig, IAugmentedJQuery, IInjectorService, IModule, IProvideService, IRootScopeService, ITestabilityService, bootstrap, element as angularElement, module_ as angularModule} from `\`\``
 * 2. creation of AngularJS component from Angular component.
 *    (See 
 *    `UpgradeAdapter#downgradeNg2Component()`)
 */

bootstrap(new UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions));

AngularJS directives always execute inside AngularJS framework codebase regardless of
their where they are instantiated. Where they are instantiated.

4. Angular components always execute inside AngularJS framework codebase.

AngularJS component can be upgradable to an Angular component.

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

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

7. Whenever an adapter component is instantiated the host element is owned by the
framework doing the instantiation. The other framework then instantiates and
owns the view for that component. This implies that component bindings will always follow the semantics of
the instantiation framework. The syntax is always that of Angular syntax.

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

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

Example

```js
UpgradeAdapter(forwardRef(() => MyNg2Module), myCompilerOptions); * 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: 'ng1Hello {{ title }}' }); *}); *});

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```typescript
* `@NgModule({
  declarations: [Ng2Component,
    adapter.upgradeNg1Component('ng1Hello')],
  imports: [BrowserModule]
})

* `document.body.innerHTML = '<ng2-comp name="World">project</ng2-comp>';

* `adapter.bootstrap(document.body, ['myExample']).ready(function() {

* `expect(document.body.textContent).toEqual(
  "ng2[ng1[Hello World!](transclude)(project)]"));

* ```

```typescript
* `new UpgradeAdapter(forwardRef(() => MyNg2Module));

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

* `module.directive('greet', adapter.downgradeNg2Component(Greeter));

* `@NgModule({
  declarations: [Greeter],
  imports: [BrowserModule]
})

* `class Greeter {
  @Input() salutation: string;
  @Input() name: string;
}

* ```

* `adapter.bootstrap(document.body, ['myExample']).ready(function() {

* `expect(document.body.textContent).toEqual('Hello World! - text');

* ```
```typescript
- Transclusion: yes
- Only some of the features of
  [Directive Definition Object](https://docs.angularjs.org/api/ng/service/$compile) are
  supported:
- `compile`: not supported because the host element is owned by Angular, which does
  not allow modifying DOM structure during compilation.
- `controller`: supported. (NOTE: injection of `$attrs` and `$transclude` is not
  supported.)
- `controllerAs`: supported.
- `bindToController`: supported.
- `link`: supported. (NOTE: only pre-link function is supported.)
- `replace`: not supported.
- `require`: supported.
- `restrict`: must be set to `E`.
- `scope`:
  - `template`: supported.
  - `templateUrl`: supported.
  - `terminal`: ignored.
- `transclude`: supported.

```
const adapter = new UpgradeAdapter(forwardRef(() => MyNg2Module));
const module = angular.module('myExample', []);
module.directive('greet', function() {
  return {
    scope: {salutation: '='},
    template: '{{salutation}} {{name}}! - <span ng-transclude></span>'
  };
});
module.directive('ng2', adapter.downgradeNg2Component(Ng2Component));
module.directive('ng1', function() {
  return {
    scope: {title: '='},
    template: 'ng1[Hello {{title}}!](<span ng-transclude></span>)'
  };
});
```

@Directive
```javascript
/**
 * Registers the adapter's AngularJS upgrade module for unit testing in AngularJS.
 * Use this instead of `angular.mock.module()` to load the upgrade module into
 * the AngularJS testing injector.
 *
 * @usageNotes
 * ### Example
 *
 * ```
 * const upgradeAdapter = new UpgradeAdapter(MyNg2Module);
 * const module = angular.module('myExample', []);
 * module.directive('ng2', upgradeAdapter.downgradeNg2Component(Ng2Component));
 * module.directive('ng1', function() {
 *   return {
 *     scope: {title: '='},
 *     template: 'ng1[Hello {{title}}!](<span ng-transclude></span>)'
 *   };
 * });
 * ```
 *
 * @returns an `UpgradeAdapterRef`, which lets you register a `ready()` callback to
 * run assertions once the Angular components are ready to test through AngularJS.
 * @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.
 * @returns an `UpgradeAdapterRef`, which lets you register a `ready()` callback to
 * run assertions once the Angular components are ready to test through AngularJS.
 * @returns an `UpgradeAdapterRef`, which lets you register a `ready()` callback to
 * run assertions once the Angular components are ready to test through AngularJS.```
* inputs: ['name'],
   * template: `<ng2><ng1 [title]="name">transclude</ng1></ng2> (<ng-content></ng-content>)`;
   * class Ng2 {
       * @NgModule({
           *   declarations: [Ng2, 
           *     adapter.upgradeNg1Component('ng1')],
           *   imports: [BrowserModule]
           * })
       * class MyNg2Module {}
   * }

   * document.body.innerHTML = '<ng2 name="World">project</ng2>';
   *
   *
   * adapter.bootstrap(document.body, ['myExample']).ready(function() {
   *   expect(document.body.textContent).toEqual('<ng2>[
   *     <ng1>Hello World!</ng1>](transclude)()[project]"
   *   )';
   * });
   *
   *
   * ```
   */
   */

   * adapter.upgradeNg1Component('ng1')
   * class Ng2 {
   *     constructor(@Inject('server') server, login: Login) {
   *       ...
   *     }
   * }
   *
   * const module = angular.module('myExample', []);
   * module.factory('server', adapter.upgradeNg1Provider);
   * module.factory('login', adapter.upgradeNg1Provider);
   *
   * const adapter = new UpgradeAdapter(MyNg2Module);
   * adapter.upgradeNg1Provider('server', 'login', 'example', adapter.upgradeNg1Provider);
   *
   * adapter.bootstrap(document.body, ['myExample']).ready(function() {
   *   expect(document.body.textContent).toEqual('
   *     <ng2>[
   *       <ng1>Hello World!</ng1>](transclude)()[project]"
   *   )';
   * });
   * ```
```typescript
// Import necessary modules
import { Injectable } from '@angular/core';
import { HttpClient, HttpHeaders } from '@angular/common/http';
import { Observable } from 'rxjs';
import { map } from 'rxjs/operators';
import { of } from 'rxjs';

@Injectable()
export class ApiService {
  private apiUrl = 'https://api.example.com/data';

  constructor(private http: HttpClient) {
  }

  getData(): Observable<any> {
    return this.http.get(this.apiUrl);
  }
}
```
this.callbacks.push(callback);
} catch (error) {
    if (error instanceof Error) {
        console.error(error);
        throw error;
    }
}

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

let

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1512
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774535_1591199783.98/0/angular-upgrade-9-0-7-src-
zip/bundles/upgrade.umd.js.map

## 1.167 byte-buddy 1.10.6

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* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/jnr/x86asm/X87Register.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/jnr/x86asm/CONDITION.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/com/kenai/jnr/x86asm/BaseReg.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/com/kenai/jnr/x86asm/Asm.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/jnr/x86asm/XMMRegister.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/com/kenai/jnr/x86asm/XMMRegister.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/com/kenai/jnr/x86asm/INST_CODE.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources-jar/jnr/x86asm/BaseReg.java
jar/jnr/x86asm/Logger.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/com/kenai/jnr/x86asm/InstructionDescription.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/com/kenai/jnr/x86asm/SEGMENT.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/com/kenai/jnr/x86asm/Label.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/com/kenai/jnr/x86asm/Register.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/jnr/x86asm/PROPERTY.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/com/kenai/jnr/x86asm/RID.java
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* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/jnr/x86asm/Assembler.java
* /opt/ws_local/PERMITS_SQL/1018366272_1591372384.79/0/jnr-x86asm-1-0-2-sources.jar/com/kenai/jnr/x86asm/MMRegister.java

1.179 spring-cloud-starter-vault-config 2.2.0
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1.180 hibernate-validator 6.0.18

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1.181 parseuri 0.0.5

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1.182 spring-data-commons 2.2.4

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1.187 lz4-java 1.6.0

1.188 brave-instrumentation-httpasyncclient 5.9.0

1.189 udev 241-7~deb10u3
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1.192 angular-messages 1.7.9

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1.221 spring-security-web 5.2.1

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1.228 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/config/EnableIntegrationMBeanExport.java
* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-jar/org/springframework/integration/jmx/config/IntegrationMBeanExportConfiguration.java

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* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-
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  jar/org/springframework/integration/jmx/IntegrationMetadataNamingStrategy.java
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* /opt/ws_local/PERMITS_SQL/1033178652_1591204715.76/0/spring-integration-jmx-5-2-3-release-sources-
  jar/org/springframework/integration/jmx/config/NotificationListeningChannelAdapterParser.java
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  jar/org/springframework/integration/jmx/config/NotificationPublisherElement.java
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1.229 jnr-constants 0.9.9

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1.230 freemarker 2.3.29

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1.236 lombok 1.18.10

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1.237 slf4j-log4j 1.7.29

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1.239 process 0.11.10

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1.240 sed 4.7 1
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Last revised by Reagle $Date: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $

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428, Remeika, Bob
429, Repta, Martin
430, Rhode, Devin
431, Rhodes, Aaron
432, Rice, Torrey
433, Riley, William
434, Rinehart, Randy
435, Rizzo, Nicola
436, Roberts, Baron
437, Roberts, Neil
438, Romero, Carlos
439, Rought, Edward T.
440, Rouse, Joseph
441, Roy, Dibyendu
442, Ruffles, Tim
443, Ruggia, Pablo
444, Ruggier, Mario
445, Ruoss, Stefan
446, Ruspini, Daniel
447, Russell, Matthew A.
448, Russell, Robert "Alex"
449, Safiev, Anuarbek
450, Sagolaev, Ivan
451, Saint-Just Philippe,
452, Sakar, Ahmet Taha
453, Salipo, Dan
454, Salminen, Jukka
455, Salt, Kevin
456, Sanders, Robert
457, Santalucia, Benjamin
458, Santovito, Filippo
459, Saremi, Jeff
460, Savage, Phillip
461, Sayfullin, Robert
462, Schall, Michael T.
463, Schiemann, Dylan
464, Schindler, William F.
465, Schmidt, Andreas
466, Scholz, Kyle
467, Schontzler, David
468, Schreiber, Maik
469, Schuerig, Michael
470, Schuster, Stefan
471, Seeger, Chad
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1.260 swagger-annotations 1.5.22

1.260.1 Available under license:

```java
package io.swagger.annotations;

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 "";

1.261 spring-boot-starter-logging 2.2.4

1.261.1 Available under license:

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

<name>Apache License, Version 2.0</name>

Found in path(s):

1.262 iconv 2.28

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1.263 debianutils 4.8.6.1

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1.269 attr 2.4.48 4

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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/MethodWriter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/Item.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/AdviceAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/InstructionAdapter.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/ByteVector.java
* /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
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/MethodNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/AnnotationWriter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/VarInsnNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/ConstantPool.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/ClassWriter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/VarInsnNode.java
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* /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/optimizer/NameMapping.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/StaticInitMerger.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/signature/SignatureReader.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/InsnList.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/InnerClassNode.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/Method.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/Attribute.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/Frame.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/AnnotationVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/SourceValue.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/Value.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/Remapper.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/TraceClassVisitor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/FieldVisitor.java
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/analysis/Value.java
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 */
/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}
 * version.
 *
 * @param owner
 * the owner's class name.
 * @param access
 * the method's access flags (see {@link Opcodes}).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see {@link Type}).
 * @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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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0 asm-5-0-3-sources-jar/org/objectweb/asm/xml/SAXAdapter.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0 asm-5-0-3-sources-jar/org/objectweb/asm/xml/Processor.java
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0 asm-5-0-3-sources-jar/org/objectweb/asm/xml/SAXFieldAdapter.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
@param start
the first instructions corresponding to the continuous ranges
that make the scope of this local variable (inclusive).

@param end
the last instructions corresponding to the continuous ranges
that make the scope of this local variable (exclusive). This
array must have the same size as the 'start' array.

@param index
the local variable's index in each range. This array must have
the same size as the 'start' array.

@param desc
the class descriptor of the annotation class.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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*/
/**
 * Constructs a new [@link Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [@link #Textifier(int)]
 * version.
 *
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/shrink-resize.properties
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/shrink-writer.properties
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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/optimizer/shrink.properties

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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-
jar/org/objectweb/asm/util/Textifiable.java

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

Found in path(s):
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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 &lt;code&gt;MethodVisitor&lt;/code&gt; to send the resulting inlined
 * method code to (use &lt;code&gt;null&lt;/code&gt; 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 &lt;tt&gt;null&lt;/tt&gt;.
 *
 * @param exceptions
the internal names of the method's exception classes (see
\{@link Type#getInternalName() getInternalName}\}). May be
\texttt{null}.
@throws IllegalStateException
    If a subclass calls this constructor.
*/

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/** *
* Creates a new \{@link GeneratorAdapter\}. \textit{Subclasses must not use this
* constructor}. Instead, they must use the
* \{@link #GeneratorAdapter(int, MethodVisitor, int, String, String)\}
* version.
* *
* @param mv
the method visitor to which this adapter delegates calls.

* @param access
  the method's access flags (see [@link Opcodes]).

* @param name
  the method's name.

* @param desc
  the method's descriptor (see [@link Type Type]).

* @throws IllegalStateException
  If a subclass calls this constructor.

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* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/commons/package.html
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/package.html
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/tree/package.html
* /opt/ws_local/PERMITS_SQL/1018366213_1591904026.58/0/asm-5-0-3-sources-jar/org/objectweb/asm/util/package.html

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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

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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
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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1.294 jaxb-runtime 2.3.1

1.295 guava 25.1

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1.301 asm-tree 7.1

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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

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

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

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

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

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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.315 commons-codec 1.13

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1.316 spring-integration-core 5.2.3

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1.321 spring-security-oauth 2.3.6

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1.323 spring-data-keyvalue 2.2.4

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1.332 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/fieldvalues/package-info.java
*/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
*/opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-
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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/json/JSONException.java
* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/json/JSONTokener.java
* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/json/JSONArray.java
* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/json/JSONStringer.java
* /opt/ws_local/PERMITS_SQL/1033178651_1591431466.54/0/spring-boot-configuration-processor-2-2-4-release-sources-jar/org/springframework/boot/configurationprocessor/json/JSONObject.java

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1.334 create-hmac 1.1.7

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1.335 jetty-servlet 9.4.26.v20200117

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

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

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

------

Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

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

* java.sun.security.ssl

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

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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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1.348 dpkg 1.19.7
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1.351 jetty-http 9.4.26.v20200117

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

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* org.eclipse.jetty.orbit:javax.mail.glassfish
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

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* java.sun.security.ssl

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

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

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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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1.352 minimalistic-assert 1.0.1
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1.355 angular-platform-browser-dynamic

9.0.7

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1.356 aop-alliance 6.5.0

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1.357 springfox-core 2.9.2

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1.359 base-files 10.3+deb10u4

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1.366 minlog 1.3.0
1.366.1 Available under license :

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1.367 sha.js 2.4.11

1.367.1 Available under license :

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1.368 perl 5.28.1 6
1.368.1 Available under license :

#!/perl

copyright.t

test

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.
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';
}
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) = $output =~ /copyright 1987.*\d\d\d\d/i
  or die "Copyright statement not found in perl -v output '$output'';

$year;
}

abstract: 'Build and install Perl modules'
author:
- 'Ken Williams <kwilliams@cpan.org>'
- "Development questions, bug reports, and patches should be sent to the
  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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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.

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

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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.

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1.375 libxdmcp 1.1.2-3

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1.377 arraybuffer.slice 0.0.6

1.377.1 Available under license:

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```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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1.378 spring-beans 3.2.17

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1.379 ion-rangeslider 2.0.13
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Found in path(s):
# Ion.Range Slider 2.0.13

> English description | <a href="readme.ru.md"> </a>  

Easy, flexible and responsive range slider  
* [Project page and demos](http://ionden.com/a/plugins/ion.rangeSlider/en.html)  
* [Download](http://ionden.com/a/plugins/ion.rangeSlider/ion.rangeSlider-2.0.13.zip)  

***

## Description

* Ion.RangeSlider — cool, comfortable, responsive and easily customizable range slider  
* Supports events and public methods, has flexible settings, can be completely altered with CSS  
* Cross-browser: Google Chrome, Mozilla Firefox 3.6+, Opera 12+, Safari 5+, Internet Explorer 8+  
* Ion.RangeSlider supports touch-devices (iPhone, iPad, Nexus, etc.).  
* Ion.RangeSlider freely distributed under terms of [MIT licence](http://ionden.com/a/plugins/licence.html)  

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 € etc.)  
* Additional postfix for maximum value (eg. $0 — $100&lt;b&gt;+$&lt;/b&gt;)  
* 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)

## Update history

## Support

[![Pledge](https://pledgie.com/campaigns/25694.png?skin_name=chrome)](https://pledgie.com/campaigns/25694)

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

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1.380 angular-bootstrap-datetimepicker 1.1.4

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1.381 gson 2.8.6
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1.385 batik-util 1.11

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1.387 lombok 1.18.12

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1.388 jetty-webapp 9.4.26.v20200117

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

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

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

Oracle OpenJDK

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

* java.sun.security.ssl

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

OW2

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

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

Apache

The following artifacts are ASL2 licensed.

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

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

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

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

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

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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1.389 servlet-api 4.0.1

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1.401 delight-nashorn-sandbox 0.1.26

1.402 byte-buddy-dep 1.8.22

1.403 hash.js 1.1.7
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  Just a bike-shed.

  ```sh
  ```
  
  npm install hash.js

  ```
  ```

  ## Usage

  ```js
  var hash = require('hash.js')
  ```
hash.sha256().update('abc').digest('hex')
```

## Selective hash usage
```
```
var sha512 = require('hash.js/lib/hash/sha/512');
sha512().update('abc').digest('hex');
```

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1.408 angular-common 9.0.7

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1.409 angular-moment 1.3.0

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1.410 springfox-spi 2.9.2

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1.411 jetty-security 9.4.26.v20200117

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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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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/condition/AnyNestedCondition.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/websocket/servlet/WebSocketServletAutoConfiguration.java
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jar/org/springframework/boot/autoconfigure/web/reactive/function/client/ClientHttpConnectorConfiguration.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/jms/ImqPoolConnectionFactoryFactory.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/web/reactive/ReactiveWebServerFactoryCustomizer.java
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jar/org/springframework/boot/autoconfigure/security/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-
jar/org/springframework/boot/autoconfigure/security/auth/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-
jar/org/springframework/boot/autoconfigure/security/oauth2/package-info.java
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jar/org/springframework/boot/autoconfigure/security/oauth2/OAuth2CodeExchangeFilter.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-
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jar/org/springframework/boot/autoconfigure/security/oauth2/OAuth2PasswordAuthenticationFilter.java
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jar/org/springframework/boot/autoconfigure/security/oauth2/OAuth2RefreshTokenAutoConfiguration.java
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jar/org/springframework/boot/autoconfigure/security/oauth2/package-info.java
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jar/org/springframework/boot/autoconfigure/security/acls/package-info.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/cache/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/web/servlet/JerseyApplicationPath.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/condition/ConditionalOnJndi.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/websocket/servlet/UndertowWebSocketServletWebServerCustomizer.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/domain/EntityScan.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/mustache/MustacheEnvironmentCollector.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/orm/jpa/HibernateJpaAutoConfiguration.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/web/servlet/WelcomePageHandlerMapping.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/elasticsearch/rest/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/jdbc/NamedParameterJdbcTemplateConfiguration.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/flyway/FlywayConfigurationCustomizer.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/sendgrid/SendGridProperties.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources-jar/org/springframework/boot/autoconfigure/session/package-info.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/info/package-info.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/cache/CacheManagerCustomizer.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/data/cassandra/CassandraReactiveRepositoriesAutoConfiguration.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/web/reactive/error/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/template/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/jms/package-info.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/batch/JobExecutionExitCodeGenerator.java
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* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/template/TemplateAvailabilityProvider.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/servlet/error/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/jsp/package-info.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/security/reactive/ReactiveUserDetailsServiceAutoConfiguration.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/template/AbstractViewResolverProperties.java
* /opt/ws_local/PERMITS_SQL/1023699190_1588775090.54/0/spring-boot-autoconfigure-2-2-4-release-sources.jar/org/springframework/boot/autoconfigure/template/TemplateAvailabilityProvider.java
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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

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

Assorted

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1.425 sysv-init 2.93 9

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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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### 1.468 bzip2 1.0.6 9.2~deb10u1

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1.469 antisamy 1.5.8

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1.471 kryo-parent 4.0.2

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JUnit

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1.474 spring-security-jwt 1.0.10
1.475 debian-archive-keyring 2019.1

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1.476 ng-focus-if 1.0.7

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1.477 txw2 2.3.2

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1.480 jersey-client 1.19.1

1.481 angularjs-nvd3-directives 0.0.8

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1.483 systemd 241-7~deb10u4

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This is Debian's prepackaged version of patch, Larry Wall's program that
allows you to apply diffs to a file automagically.

The current maintainer for this package is Laszlo Boszormenyi (GCS)
<gcs@debian.org>.

Previous maintainers were Bill Mitchell <mitchell@mdd.comm.mot.com>,
Darren Stalder <torin@daft.com>, Adrian Bunk <bunk@fs.tum.de>,
Michael Fedrowitz <michaelf@debian.org> and Christoph Berg <myon@debian.org>.

The upstream source is available at 'ftp://ftp.gnu.org/gnu/patch/', resp.
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1.484 apt 1.8.2

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1.486 jaxen 1.1.6

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$Id: IterableFollowingAxis.java 1162 2006-06-03 20:52:26Z elharo $
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$Id: EvaluateFunction.java 1128 2006-02-05 21:49:04Z elharo $

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* $Id: IterableAncestorAxis.java 1162 2006-06-03 20:52:26Z 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: XPathNamespace.java 1128 2006-02-05 21:49:04Z elharo $ */

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$Id: DefaultVariableReferenceExpr.java 1367 2012-05-05 16:31:33Z elharo $

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* 
* $Id: DescendantAxisIterator.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.DescendantAxisIterator.java
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 * $Revision: 1255 $
 * $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: DescendantOrSelfAxisIterator.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/DescendantOrSelfAxisIterator.java
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* $Revision: 1128 $
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* $Id: FloorFunction.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/FloorFunction.java
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 * $Header$
 * $Revision: 1198 $
 * $Date: 2006-09-21 04:48:05 -0700 (Thu, 21 Sep 2006) $
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* $Id: DocumentNavigator.java 1198 2006-09-21 11:48:05Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/jdom/DocumentNavigator.java
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* $Revision: 1128 $
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* $Id: LowerFunction.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/LowerFunction.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/DefaultPlusExpr.java
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$Id: LinkedIterator.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/LinkedIterator.java"
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 * $Id: SimpleVariableContext.java 1159 2006-06-03 20:25:34Z elharo $
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* James Strachan <jstrachan@apache.org>. For more information on the
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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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$Id: DefaultFilterExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

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* $Id: NotFunction.java 1128 2006-02-05 21:49:04Z elharo $
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$Id: DefaultPathExpr.java 1261 2006-11-30 18:49:27Z elharo $

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* $Id: DefaultMinusExpr.java 1261 2006-11-30 18:49:27Z elharo $
*/

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$Id: 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 $ 
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/VariableReferenceExpr.java 
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 * $Revision: 1128 $
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* BatteryPack+Loader.java 1.0 10/16/01 03:58:44Z elharo
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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$Id: IterableNamespaceAxis.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/IterableNamespaceAxis.java
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 * $Id: DefaultNumberExpr.java 1261 2006-11-30 18:49:27Z elharo $
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultNumberExpr.java
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$Id: IterableDescendantAxis.java 1162 2006-06-03 20:52:26Z elharo $

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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-
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*$Id: XPathReader.java 1128 2006-02-05 21:49:04Z elharo $
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  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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* $Id: PositionFunction.java 1128 2006-02-05 21:49:04Z elharo $
* /

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*$Id: DefaultExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: DefaultMultiplicativeExpr.java 1128 2006-02-05 21:49:04Z elharo $
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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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 * $Header$
 * $Revision: 1300 $
 * $Date: 2007-05-02 07:27:46 -0700 (Wed, 02 May 2007) $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/PathExpr.java

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* $Header$
* $Revision: 1255 $
* $Date: 2006-11-09 10:20:12 -0800 (Thu, 09 Nov 2006) $
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* $Id: AncestorAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/util/AncestorAxisIterator.java
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 * $Header$
 * $Revision: 1159 $
 * $Date: 2006-06-03 13:25:34 -0700 (Sat, 03 Jun 2006) $
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* $Id: UnresolvableException.java 1159 2006-06-03 20:25:34Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
 jar/org/jaxen/UnresolvableException.java
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 * $Revision: 1128 $
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* $Id: PatternParser.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/PatternParser.java
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* $Id: DefaultCommentNodeStep.java 1261 2006-11-30 18:49:27Z elharo $
* /

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultCommentNodeStep.java
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* $Id: DefaultProcessingInstructionNodeStep.java 1279 2007-01-06 12:21:12Z elharo $
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 * $Header$
 * $Revision: 1162 $
 * $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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Found in path(s):
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$Id: DOMXPath.java 1162 2006-06-03 20:52:26Z elharo $

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* $Id: ConcatFunction.java 1128 2006-02-05 21:49:04Z elharo $
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 * $Id: DefaultUnionExpr.java 1261 2006-11-30 18:49:27Z elharo $
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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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* $Id: DefaultUnaryExpr.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/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 $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/CommentNodeStep.java
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 * $Header$
 * $Revision: 1245 $
 * $Date: 2006-11-08 10:52:02 -0800 (Wed, 08 Nov 2006) $
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* $Id: TextNodeStep.java 1245 2006-11-08 18:52:02Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/TextNodeStep.java
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* $Revision: 1128 $
* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: SimpleFunctionContext.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/SimpleFunctionContext.java
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/*!$Header$
 * $Revision: 1261 $
 * $Id: SimpleFunctionContext.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: DefaultRelativeLocationPath.java 1261 2006-11-30 18:49:27Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultRelativeLocationPath.java
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 * $Date: 2007-05-02 07:33:29 -0700 (Wed, 02 May 2007) $
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* $Id: SelfAxisIterator.java 1302 2007-05-02 14:33:29Z elharo $ */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/util/SelfAxisIterator.java

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* $Id: IterableParentAxis.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/IterableParentAxis.java
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/*
* $Id: DefaultNameStep.java 1290 2007-04-17 01:26:35Z bewins $
*/

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 * $Header$
 * $Revision: 1252 $
 * $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* $Id: AdditiveExpr.java 1252 2006-11-09 16:21:05Z elharo $
*/

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  jar/org/jaxen/expr/AdditiveExpr.java
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* $Header$
* $Revision: 1157 $
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 $Id: Navigator.java 1157 2006-06-03 20:07:37Z elharo $
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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: FollowingSiblingAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
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 * $Id: DocumentFunction.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/function/xslt/DocumentFunction.java

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jar/org/jaxen/JaxenRuntimeException.java
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jar/org/jaxen/JaxenConstants.java

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*
* $Id: Step.java 1268 2006-12-10 15:32:14Z elharo $
*
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/Step.java
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* $Date: 2006-02-05 13:49:04 -0800 (Sun, 05 Feb 2006) $
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* $Id: Operator.java 1128 2006-02-05 21:49:04Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/saxpath/Operator.java
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 * $Revision: 1277 $
 * $Date: 2007-01-05 10:25:43 -0800 (Fri, 05 Jan 2007) $
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jar/org/jaxen/expr/IdentitySet.java
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/*
$Id: XPath.java 1304 2007-05-02 15:00:13Z elharo $

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/*
 * $Header$
 * $Revision: 1222 $
 * $Date: 2006-11-08 05:59:38 -0800 (Wed, 08 Nov 2006) $
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* $Id: XPathFunctionContext.java 1222 2006-11-08 13:59:38Z elharo $
*

Found in path(s):
* /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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 * $Header$
 * $Revision: 1257 $
 * $Date: 2006-11-13 14:10:09 -0800 (Mon, 13 Nov 2006) $
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 *
 * $Id: PrecedingSiblingAxisIterator.java 1257 2006-11-13 22:10:09Z elharo $
 */
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/util/PrecedingSiblingAxisIterator.java

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 * $Header$
 * $Revision: 1252 $
 * $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* $Id: BinaryExpr.java 1252 2006-11-09 16:21:05Z elharo $
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* $Id: RelationalExpr.java 1252 2006-11-09 16:21:05Z elharo $ */

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* $Id: DefaultLiteralExpr.java 1273 2007-01-03 20:47:42Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* 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-
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$Id: Context.java 1219 2006-10-15 21:08:16Z elharo $
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  $Header$
  $Revision: 1345 $
  $Date: 2009-10-22 07:25:23 -0400 (Thu, 22 Oct 2009) $
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$Id: DefaultLocationPath.java 1345 2009-10-22 11:25:23Z elharo $

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* $Id: SAXPathException.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/SAXPathException.java
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* $Revision: 1251 $
* $Date: 2006-11-09 08:11:38 -0800 (Thu, 09 Nov 2006) $
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* $Id: DefaultXPathFactory.java 1251 2006-11-09 16:11:38Z elharo $
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultXPathFactory.java
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* $Id: Function.java 1128 2006-02-05 21:49:04Z elharo $
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 * $Revision: 1370 $
 * $Date: 2012-05-06 19:52:12 -0400 (Sun, 06 May 2012) $
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* $Id: NamespaceNode.java 1370 2012-05-06 23:52:12Z elharo $
*/

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*/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/dom/NamespaceNode.java
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  jar/org/jaxen/expr/NodeComparator.java

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 * $Revision: 1258 $
 * $Date: 2006-11-13 14:38:17 -0800 (Mon, 13 Nov 2006) $
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* $Revision: 1255 $
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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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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expf/DefaultAbsoluteLocationPath.java
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* $Id: DefaultNavigator.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: AncestorOrSelfAxisIterator.java 1255 2006-11-09 18:20:12Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultAllNodeStep.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/DefaultGreaterThanEqualExpr.java
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$Id: IterableFollowingSiblingAxis.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/IterableFollowingSiblingAxis.java
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 * $Header$
 * $Revision: 1253 $
 * $Date: 2006-11-09 08:39:19 -0800 (Thu, 09 Nov 2006) $
 * $Author: 
 * $Source: 
 * $Log:
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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-
jar/org/jaxen/util/SingletonList.java
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* $Id: LangFunction.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/LangFunction.java
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultTextNodeStep.java
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 * $Revision: 1324 $
 * $Date: 2008-04-26 18:48:59 -0700 (Sat, 26 Apr 2008) $
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 * $Id: StringLengthFunction.java 1324 2008-04-27 01:48:59Z elharo $
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 * $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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* $Id: XPathReader.java 1334 2008-11-29 17:58:48Z elharo $
*/

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/*
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/saxpath/base/XPathReader.java
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$Id: DefaultAdditiveExpr.java 1128 2006-02-05 21:49:04Z elharo $

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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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* $Id: DefaultFunctionCallExpr.java 1366 2012-05-05 16:17:35Z elharo $
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* $Id: SubstringAfterFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: EndsWithFunction.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/EndsWithFunction.java
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* $Revision: 1334 $
* $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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* $Id: TokenTypes.java 1334 2008-11-29 17:58:48Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/saxpath/base/TokenTypes.java
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 * $Header$
 * $Revision: 1228 $
 * $Date: 2006-11-08 08:00:22 -0800 (Wed, 08 Nov 2006) $
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 * $Id: UnionExpr.java 1228 2006-11-08 16:00:22Z elharo $
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/UnionExpr.java

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$Id: LocaleFunctionSupport.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/LocaleFunctionSupport.java
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* $Id: DefaultOrExpr.java 1261 2006-11-30 18:49:27Z elharo $
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultOrExpr.java

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* $Revision: 1306 $
* $Date: 2007-05-02 08:04:46 -0700 (Wed, 02 May 2007) $
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* $Id: XPathExpr.java 1306 2007-05-02 15:04:46Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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 * $Revision: 1226 $
 * $Date: 2006-11-08 07:44:33 -0800 (Wed, 08 Nov 2006) $
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* $Id: ProcessingInstructionNodeStep.java 1226 2006-11-08 15:44:33Z elharo $
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* $Revision: 1159 $
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$Id: SimpleNamespaceContext.java 1159 2006-06-03 20:25:34Z elharo $

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* $Id: BooleanFunction.java 1128 2006-02-05 21:49:04Z elharo $
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$Id: IterableDescendantOrSelfAxis.java 1162 2006-06-03 20:52:26Z elharo$

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  jar/org/jaxen/expr/iter/IterablePrecedingAxis.java
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 * $Id: SingleObjectIterator.java 1255 2006-11-09 18:20:12Z elharo $
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.90/jaxen-1-1-6-sources-jar/org/jaxen/util/SingleObjectIterator.java
No license file was found, but licenses were detected in source scan.

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 * $Header$
 * $Revision: 1132 $
 * $Date: 2006-03-30 05:53:11 -0800 (Thu, 30 Mar 2006) $
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$Id: JaxenHandler.java 1132 2006-03-30 13:53:11Z elharo $

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/JaxenHandler.java

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 * $Revision: 1225 $
 * $Date: 2006-11-08 07:42:39 -0800 (Wed, 08 Nov 2006) $
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* $Id: AllNodeStep.java 1225 2006-11-08 15:42:39Z elharo $
*/

* $Header$
* $Revision: 1252 $
* $Date: 2006-11-09 08:21:05 -0800 (Thu, 09 Nov 2006) $
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* $Id: LogicalExpr.java 1252 2006-11-09 16:21:05Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/LogicalExpr.java
No license file was found, but licenses were detected in source scan.

/*
 * $Header$
 * $Revision: 1386 $
 * $Date: 2012-07-29 09:29:13 -0400 (Sun, 29 Jul 2012) $
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$Id: NumberFunction.java 1386 2012-07-29 13:29:13Z elharo $

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* $Id: BaseXPath.java 1321 2008-04-27 00:30:06Z elharo $
*/

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/BaseXPath.java
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* $Id: IdFunction.java 1128 2006-02-05 21:49:04Z elharo$
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/function/IdFunction.java

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 * $Revision: 1325 $
 * $Date: 2008-04-26 18:55:05 -0700 (Sat, 26 Apr 2008) $
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* $Id: MultiplicativeExpr.java 1325 2008-04-27 01:55:05Z elharo $
* */

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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/MultiplicativeExpr.java

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$Id: TranslateFunction.java 1128 2006-02-05 21:49:04Z elharo $

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* $Id: LiteralExpr.java 1234 2006-11-08 16:47:30Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $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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*
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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 $
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 * $Id: XOMXPath.java 1161 2006-06-03 20:36:00Z elharo $
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* $Id: SumFunction.java 1128 2006-02-05 21:49:04Z elharo $
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Found in path(s):
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$Id: DefaultGreaterThanExpr.java 1396 2013-01-13 12:22:49Z elharo $

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/expr/DefaultGreaterThanExpr.java

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 * $Revision: 1128 $
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*$Id: StringFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
* jar/org/jaxen/function/StringFunction.java

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 * $Header$
 * $Revision: 1162 $
 * $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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$Id: Dom4jXPath.java 1162 2006-06-03 20:52:26Z elharo $
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* $Id: UnsupportedAxisException.java 1160 2006-06-03 20:26:02Z elharo $
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/UnsupportedAxisException.java

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* $Id: StartsWithFunction.java 1128 2006-02-05 21:49:04Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/function/StartsWithFunction.java
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* $Id: ContainsFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* jar/org/jaxen/function/ContainsFunction.java
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/*
* $Id: DocumentNavigator.java 1161 2006-06-03 20:36:00Z elharo $
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 * $Revision: 1396 $
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* $Id: DefaultModExpr.java 1261 2006-11-30 18:49:27Z elharo $
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* $Id: UnaryExpr.java 1247 2006-11-08 19:06:30Z elharo $
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* $Id: AnyChildNodeTest.java 1128 2006-02-05 21:49:04Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
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* $Id: LocationPath.java 1235 2006-11-08 17:02:21Z elharo $
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Found in path(s):
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  jar/org/jaxen/expr/LocationPath.java
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* $Id: NameFunction.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/NameFunction.java
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* $Id: NodeTypeTest.java 1128 2006-02-05 21:49:04Z elharo *
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1.1.6-sources-jar/org/jaxen/pattern/NodeTypeTest.java
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 * $Id: DocumentNavigator.java 1171 2006-07-03 13:17:30Z elharo $
Found in path(s):
* /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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* $Revision: 1162 $
* $Date: 2006-06-03 13:52:26 -0700 (Sat, 03 Jun 2006) $
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* $Id: IterablePrecedingSiblingAxis.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/IterablePrecedingSiblingAxis.java

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* $Id: XPathReaderFactory.java 1193 2006-09-15 20:41:38Z elharo $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
jar/org/jaxen/saxpath/helpers/XPathReaderFactory.java
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* $Id: DefaultLogicalExpr.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: NodeTest.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: XPathSyntaxException.java 1161 2006-06-03 20:36:00Z elharo $
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jar/org/jaxen/XPathSyntaxException.java

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* $Id: IterableSelfAxis.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/IterableSelfAxis.java

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* $Id: FilterExpr.java 1326 2008-04-27 01:56:10Z elharo $
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* $Revision: 1261 $
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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 $
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/expr/DefaultPredicate.java
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* $Id: CeilingFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Revision: 1128 $
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* $Id: LastFunction.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/LastFunction.java
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* $Revision: 1237 $
* $Date: 2006-11-08 09:17:32 -0800 (Wed, 08 Nov 2006) $
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* $Id: NumberExpr.java 1237 2006-11-08 17:17:32Z 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/DefaultDivExpr.java

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* $Id: DefaultXPathHandler.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/helpers/DefaultXPathHandler.java

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* $Id: SubstringBeforeFunction.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: DefaultStep.java 1128 2006-02-05 21:49:04Z elharo $
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* $Id: CountFunction.java 1128 2006-02-05 21:49:04Z elharo $
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  jar/org/jaxen/function/SubstringFunction.java
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* $Id: Axis.java 1133 2006-03-30 13:56:36Z elharo $
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* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/saxpath/Axis.java
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* $Header$
* $Revision: 1161 $
* $Date: 2006-06-03 13:36:00 -0700 (Sat, 03 Jun 2006) $
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$Id: JavaBeanXPath.java 1161 2006-06-03 20:36:00Z elharo $

Found in path(s):
/opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/javabean/JavaBeanXPath.java
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 * $Header$
 * $Revision: 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):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/NamespaceContext.java

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 * $Header$
 * $Revision: 1396 $
 * $Date: 2013-01-13 07:22:49 -0500 (Sun, 13 Jan 2013) $
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/DefaultNotEqualsExpr.java
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* $Header$
* $Revision: 1241 $
* $Date: 2006-11-08 10:07:25 -0800 (Wed, 08 Nov 2006) $
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$Id: Predicated.java 1241 2006-11-08 18:07:25Z elharo $
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-jar/org/jaxen/expr/Predicated.java
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* $Header$
* $Revision: 1334 $
* $Date: 2008-11-29 09:58:48 -0800 (Sat, 29 Nov 2008) $
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 * $Id: XPathLexer.java 1334 2008-11-29 17:58:48Z elharo $
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1018361820_1591370763.9/0/jaxen-1-1-6-sources-
  jar/org/jaxen/saxpath/base/XPathLexer.java
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* $Id: DefaultAndExpr.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-
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Found in path(s):
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Theodore Ts'o
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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>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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# This is a Makefile stub which handles the creation of BSD shared libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
Open Source Used In MSX SD-Access Service Pack 3.9.0

all:: image

real-subdirs:: Makefile
@echo "MKDIR pic"
@mkdir -p pic

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)
BSDLIB_PIC_FLAG = -fpic

image:$(BSD_LIB)

$(BSD_LIB): $(OBJ)
(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJ))
$(MV) pic/$(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-shlibs-strip:: install-shlibs

uninstall-shlibs uninstall::
$(RM) -f $(DESTDIR)$(BSDLIB_INSTALL_DIR)/$(BSD_LIB)

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This package was added to the e2fsprogs debian source package by
Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:

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Index: tdbsa/tdb.c
===================================================================
--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c

--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
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+ Copyright (C) Andrew Tridgell 1999-2005
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This package was put together by Yann Dirson <dirson@debian.org>, from sources obtained from a mirror of:
tsx-11.mit.edu:/pub/linux/packages/ext2fs/

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Gadi Oxman, August 1995

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1.494 stream-browserify 2.0.2

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1.495 engine.io-parser 1.3.2

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1.496 spring-boot 2.2.4

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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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1.503 ribbon-httpclient 2.3.0

1.504 angular-sanitize 1.7.9

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1.505 netty-handler 4.1.45

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1.506 hostname 3.21

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1.518 hdrhistogram 2.1.11

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/PercentileIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/Histogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/ZigZagEncoding.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/Version.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/AllValuesIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/Base64Helper.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/IntCountsHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/DoubleLinearIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/DoubleLogarithmicIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/AtomicHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/Recorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/LinearIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/DoubleRecordedValuesIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/AbstractHistogramIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
jar/org/HdrHistogram/SynchronizedDoubleHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0(hdrhistogram-2-1-11-sources-
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogReader.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogProcessor.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogReader.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogProcessor.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogReader.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogProcessor.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramIterationValue.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/DoubleHistogramIterationValue.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/ConcurrentDoubleHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/DoubleAllValuesIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/RecordedValuesIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SingleWriterRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/SynchronizedHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/ShortCountsHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/LogarithmicIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/HistogramLogScanner.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/DoubleRecorder.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/ConcurrentHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/EncodableHistogram.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/DoublePercentileIterator.java
* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/Version.java.template
* /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/AbstractHistogram.java
jar/org/HdrHistogram/DoubleHistogram.java
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* /opt/ws_local/PERMITS_SQL/1011812668_1591898465.74/0/hdrhistogram-2-1-11-sources-jar/org/HdrHistogram/WriterReaderPhaser.java

1.519 angular-forms 9.0.7

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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
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/fesm5/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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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/README.md

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```javascript
/**
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 */

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

/**
 * @description
 * Defines an interface that acts as a bridge between the Angular forms
 * API and a native element in the DOM. Implement this interface to create a
 * custom form control directive that integrates with Angular forms.
 *
 * A native implementation of this interface can be found in
 * [`DefaultValueAccessor` in Angular](https://angular.io/docs/v11/guide/forms).
 *
 * Implement 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 the value 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 value 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
   * `formControl` when values propagate from the view to the model.
   *
   * @param changes
   */
  registerOnChange(fn: (value: any) => void): 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
   * `formControl` when values propagate from the view to the model.
   *
   * @param changes
   */
  registerOnTouched(fn: () => void): void;

  /**
   * @description
   * Returns a validation error for the control.
   *
   * This method is called by the forms API to provide error information in
   * the UI.
   *
   * @param error Example: 'required'
   */
  validate(control: any): boolean;

  /**
   * @description
   * Returns a hint (e.g. 'valid', 'invalid', 'touched') for the control.
   *
   * This method is called by the forms API to provide visual feedback in
   * the UI.
   *
   * @param hint Example: 'valid', 'invalid', 'touched'
   */
  getError(control: any): string;
}
```

---

Open Source Used In MSX SD-Access Service Pack 3.9.0 3464
function so your class calls it at the appropriate time.

```ts
export class CheckboxControlValueAccessor implements ControlValueAccessor {

  // The registered callback function called when a change event occurs on the
  // input element.

  onChange = (_: any) => {};

  // The registered callback function called when the control value
  // changes in the UI.

  registerOnChange(fn: (_: any) => void): void {
    this._onChange = fn;
  }

  // The registered callback 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);
  }
}
```

**CheckboxControlValueAccessor** from '/control_value_accessor';

export class CheckboxControlValueAccessor implements ControlValueAccessor {

  onChange = (_: any) => {};

  registerOnChange(fn: (_: any) => void): void {
    this._onChange = fn;
  }

  registerOnTouched(fn: () => void): void {
    this._onTouched = fn;
  }

  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', is Disabled);
  }
}

**DEFAULT_VALUE_ACCESSOR** from '/control_value_accessor'
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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
};

/**
 * We must check whether the agent is Android because composition events behave differently between iOS and Android.
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 */

import {Observable} from 'rxjs';
import {AbstractControl} from 'reactive-forms';

export const COMPOSITION_BUFFER_MODE = new InjectionToken<boolean>('CompositionEventMode');

/**
 * @description
 * The default `ControlValueAccessor` for writing a value and listening to changes on input
 */
@Directive({
  selector: '[ngModel], [formControl], [formControlName]',
  providers: [DEFAULT_VALUE_ACCESSOR]
})
export class DefaultValueAccessor implements ControlValueAccessor {
  /**
   * @description
   * The registered callback function called when an input event occurs on the input element.
   */
  onChange = (_: any) => {};

  /**
   * @description
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  /**
   * Whether the user is creating a composition string (IME events).
   */
  private _composing = false;

  constructor(
    private _renderer: Renderer2, private _elementRef: ElementRef,
    @Optional() @Inject(COMPOSITION_BUFFER_MODE) private _compositionMode: boolean
  ) {
    if (this._compositionMode == null) {
      this._compositionMode = !_isAndroid();
    }
  }

  /**
   * Sets the value property on the input element.
   *
   * @param value The checked value
   */
  writeValue(value: any): void {
    const normalizedValue = value == null ? '' : value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', normalizedValue);
  }

  /**
   * Registers a function called when the control value changes.
   *
   * @param fn The callback function
   */
  registerOnChange(fn: (_: any) => void): void {
    this.onChange = fn;
  }

  /**
   * Registers a function called when the control is touched.
   *
   * @param fn The callback function
   */
  registerOnTouched(fn: () => void): void {
    this.onTouched = fn;
  }

  /**
   * 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);
  }

  /** @internal */
  _handleInput(value: any): void {
    if (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);
  }
}

TODOM: vsavkin replace the above selector with the one below it once
https://github.com/angular/angular/issues/3011 is implemented

```typescript
const firstNameControl = new FormControl();
```
the 'street' control from the root form would be 'address' -> 'street'.

* It can be provided to this method in one

```null
  FormGroup({
    *   address: new FormGroup({ street: new FormControl() })
  });
```

* The path to

* For example, for the following `FormGroup`:

```null
  form = new
```

* list of control names that designates how to move from the current control

* 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.

* @param paramPath A list of control names that designates how to move from the current control

* to the control that should be queried for errors.
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.

@returns whether the given error is present in the control at the given path.

* A base class for directives that contain multiple registered instances of `NgControl`.
* Only used by the forms module. Null * @publicApi
* @export abstract class ControlContainer extends AbstractControlDirective {

  /**
   * The name for the control
   */
  name: string | number | null;

  /**
   * The top-level form directive for the control
   */
  formDirective: Form | null = null;

  /**
   * The path to this group
   */
  path: string[] | null = null;

  /**
   * The parent form for the control
   */
  parent: ControlContainer | null = null;

  /**
   * The name for the control
   */
  name: string | number | null = null;

  /**
   * The value accessor for the control
   */
  valueAccessor: ControlValueAccessor | null = null;

  /**
   * The uncomposed array of synchronous validators for the control
   */
  _rawValidators: Array<Validator | ValidatorFn> = [];

  /**
   * The uncomposed array of async validators for the control
   */
  _rawAsyncValidators: Array<AsyncValidator | AsyncValidatorFn> = [];

  /**
   * The registered synchronous validator function for the control
   */
  rawValidators: Array<AsyncValidatorFn> = [];

  /**
   * The registered async validator function for the control
   */
  asyncValidators: Array<AsyncValidatorFn> = [];

  // TODO(issue/24571): remove '!'.
  @ViewChild('nativeElement') _parent: ControlContainer | null = null;

  @ViewChild('valueAccessor') _valueAccessor: ControlValueAccessor | null = null;

  @ViewChild('rawValidators') _rawValidators: Array<AsyncValidatorFn> = [];

  @ViewChild('asyncValidators') _asyncValidators: Array<AsyncValidatorFn> = [];

  // TODO(issue/24571): remove '!'.
  @ViewChild('control') _control: NgControl | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('formDirective') _formDirective: FormDirective | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('path') _path: string[] | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('name') _name: string | number | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('valueAccessor') _valueAccessor: ControlValueAccessor | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('rawValidators') _rawValidators: Array<AsyncValidatorFn> = [];

  // TODO(issue/24571): remove '!'.
  @ViewChild('asyncValidators') _asyncValidators: Array<AsyncValidatorFn> = [];

  // TODO(issue/24571): remove '!'.
  @ViewChild('control') _control: NgControl | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('formDirective') _formDirective: FormDirective | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('path') _path: string[] | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('name') _name: string | number | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('valueAccessor') _valueAccessor: ControlValueAccessor | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('rawValidators') _rawValidators: Array<AsyncValidatorFn> = [];

  // TODO(issue/24571): remove '!'.
  @ViewChild('asyncValidators') _asyncValidators: Array<AsyncValidatorFn> = [];

  // TODO(issue/24571): remove '!'.
  @ViewChild('control') _control: NgControl | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('formDirective') _formDirective: FormDirective | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('path') _path: string[] | null = null;

  // TODO(issue/24571): remove '!'.
  @ViewChild('name') _name: string | number | null = null;
AbstractControlStatus {
  private _cd: AbstractControlDirective;

  constructor(cd: AbstractControlDirective) {
    this._cd = cd;
  }

  get ngClassUntouched(): boolean {
    return this._cd.control ? this._cd.control.untouched : 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;
  }

  get ngClassPendingUnsubmitted(): boolean {
    return this._cd.control ? this._cd.control.pendingUnsubmitted : false;
  }

  get ngClassPristineUnsubmitted(): boolean {
    return this._cd.control ? this._cd.control.pristineUnsubmitted : false;
  }

  get ngClassDirtyUnsubmitted(): boolean {
    return this._cd.control ? this._cd.control.dirtyUnsubmitted : false;
  }

  get ngClassValidUnsubmitted(): boolean {
    return this._cd.control ? this._cd.control.validUnsubmitted : false;
  }

  get ngClassInvalidUnsubmitted(): boolean {
    return this._cd.control ? this._cd.control.invalidUnsubmitted : false;
  }

  @Input() ngClassUntouched = false;
  @Input() ngClassTouched = false;
  @Input() ngClassPristine = false;
  @Input() ngClassDirty = false;
  @Input() ngClassValid = false;
  @Input() ngClassInvalid = false;
  @Input() ngClassPending = false;
  @Input() ngClassPendingUnsubmitted = false;
  @Input() ngClassPristineUnsubmitted = false;
  @Input() ngClassDirtyUnsubmitted = false;
  @Input() ngClassValidUnsubmitted = false;
  @Input() ngClassInvalidUnsubmitted = false;
}

@Directive({
  selector: '[formControlName],[ngModel],[formControl]',
  host: ngControlStatusHost
})
export class NgControlStatusGroup extends AbstractControlStatus {
  constructor(@Self() cd: ControlContainer) { super(cd); }
}

/**
 * A regular expression that matches valid e-mail addresses.
 * 
 * At a high level, this regexp matches e-mail addresses of the format `local-part@tld`,
 * where:
 * - `local-part` consists of one or more of the allowed characters (alphanumeric and some
 *   punctuation symbols).
 * - `local-part` cannot begin or end with a period (`.`).
 * - `local-part` cannot be longer than 64 characters.
 * - `tld` consists of one or more `labels` separated by periods (`.`).
 * - `labels` can consist of one or more of the allowed characters (alphanumeric, dashes (`-`) and
 *   periods (`.`)).
 * - `labels` cannot begin or end with a dash (`-`) or a period (`.`).
 */
export const VALID_EMAIL = /^[\w.-]+@[\w.-]+\.[\w.-]+$/;
background

* This regexp was ported over from AngularJS (see there for git history):

https://github.com/angular/angular.js/blob/c13e8f836/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

* 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.

const EMAIL_REGEXP =

`^(?=.{1,254}$)(?=.{1,64}@)[a-zA-Z0-9!#$%&'*+/=?^_`{|}~\-]+(?:\.[a-zA-Z0-9!#$%&'*+/=?^_`{|}~\-]+)*@[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?(?:\.[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?)*$/;

/**
 * @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:

* @see [Form Validation](/guide/form-validation)

* @publicApi
 */

export class Validators {
  /**
   *
   * 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.

   * @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);

      return !isNaN(value) && value < min ? {'min': {'min': min, 'actual': control.value}} : null;
    };
  }

  /**
   *
   * 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.

   * @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);

      return !isNaN(value) && value > max ? {'max': {'max': max, 'actual': control.value}} : null;
    };
  }

  /**
   *
   * Validator that requires the control have a non-empty value.

   * @returns An error map with the `required` property if the validation check fails, otherwise `null`.

   * @see `updateValueAndValidity()`
   *
   */
  static required(control: AbstractControl): ValidationErrors|null {
    return isEmptyInputValue(control.value) ? {'required': true} : null;
  }

  /**
   *
   * Validator that requires the control's value pass an email validation test.

   * Tests the value using a [regular
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Expression

```html
<input pattern="[a-zA-Z ]*">
```
'\n\nregex = new RegExp(regexStr);\n} else {\nregexStr = pattern.toString();\nregex = pattern;\n}\nreturn (control: AbstractControl): ValidationErrors | null => {\nnull if (isEmptyInputValue(control.value)) {\nnull const value: string = control.value;\nreturn regex.test(value) ? null : {\npattern: \n{\n
'actualValue': value};\n};\n} \n\n/** @description * Validator that performs no operation. * @see `updateValueAndValidity()` * * static nullValidator(control: AbstractControl): ValidationErrors|null {\nreturn null; \n} \n\n/** @description * Compose multiple validators into a single function that returns the union\n* of the individual error maps for the provided control.\n* @returns A validator function that returns an error map with the\n* merged error maps of the validators if the validation check fails, otherwise\n* null.\n* @see `updateValueAndValidity()` * * static compose(validators: (ValidatorFn|null|undefined)[]): ValidatorFn|null {\nconst presentValidators: ValidatorFn[] = validators.filter(isPresent) as any;\n unregister mergeErrors(_executeValidators(control, presentValidators));\n\n\nreturn function(control: AbstractControl) {
return _mergeErrors(_executeValidators(control, presentValidators).map(toObservable));\nreturn forkJoin(observables).pipe(map(_mergeErrors));
};
\nfunction isPresent(o: any): boolean {
return o != null;
}
\nexport 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;
}
\nfunction _executeValidators(control: AbstractControl, validators: ValidatorFn[]): any[] {
return validators.map(v => v(control));
}\n\nfunction _executeAsyncValidators(control: AbstractControl, validators: AsyncValidatorFn[]): any[] {
return validators.map(v => v(control));
}\n\nfunction _mergeErrors(arrayOfErrors: ValidationErrors[]): ValidationErrors|null {
let res: { [key: string]: any } = {};
arrayOfErrors.forEach((errors: ValidationErrors | null) => {
res = errors != null ? {...res !, ...errors} : res !;
});
return Object.keys(res).length === 0 ? null : res;
}
following example shows how to use a number input with a reactive form.

```ts
const totalCountControl
      = new FormControl();

@Component({
  selector: 'app-root',
  templateUrl: './app.component.html',
  styleUrls: ['./app.component.css']
})
export class AppComponent {
  constructor(private router: Router) {
    this.canGoTo = true;
  }

  canActivate(url: UrlTree): boolean {
    return this.canGoTo;
  }

  canDeactivate(component: Component, currentRoute: ActivatedRouteSnapshot, route: Route): boolean {
    return this.canGoTo;
  }

  goTo() {
    this.router.navigate(['/dashboard']).then()
  }
}
```
host: {{change}: 'onChange()', (blur): 'onTouched()'}}

export class RadioControlValueAccessor implements ControlValueAccessor, OnDestroy, OnInit {
  OnDestroy, OnInit

  onChange = () => {};
  onTouched = () => {};
  @Input() name: string;
  @Input() formControlName: string;
  @Input() value: any;

  constructor(
      private _renderer: Renderer2, private _elementRef: ElementRef,
      private _registry: RadioControlRegistry, private _injector: Injector) {}

  ngOnInit(): void {
    this._control = this._injector.get(NgControl);
    this._checkName();
    this._registry.add(this._control, this);
  }

  registerOnChange(fn: (_: any) => {}): void {
    this._fn = fn;
    this.onChange = () => {
      fn(this.value);
      this._registry.select(this);
    };
  }

  fireUncheck(value: any): void {
    this.writeValue(value);
  }

  registerOnTouched(fn: () => {}): void { this.onTouched = fn;

  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">
    `);
  }
}

/**
 * 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:
    'input[type=range][formControlName],input[type=range][formControl],input[type=range][ngModel]',
  host: {
    (change): 'onChange(Seven.target.value)',
    (input): 'onChange(Seven.target.value)',
    (blur): 'onTouched()'
  },
  providers: [RANGE_VALUE_ACCESSOR]
})
export class RangeValueAccessor implements ControlValueAccessor {

  writeValue(value: any): void {
    this._state = value === this.value;
    this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
  }

  registerOnTouched(fn: () => {}): void { this.onTouched = fn;

  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">
    `);
  }
}

/**
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 */

import {Directive,
  ElementRef, Renderer2, StaticProvider, forwardRef} from '@angular/core';

import {ControlValueAccessor,
  NG_VALUE_ACCESSOR} from './control_value_accessor';

export const RANGE_VALUE_ACCESSOR:
  StaticProvider = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() =>
    RangeValueAccessor),
  multi: true
};
change or input event occurs on the input
   * element.
   */
  onChange = (_: any) => {};

  /**
   *
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

  /**
   * Sets the "value" property on the input element.
   * @param value The checked value
   */
  writeValue(value: any): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'value',
    parseFloat(value));
  }

  /**
   * @description
   * The registered callback 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)); };
  }

  /**
   * @description
   * Registers a function called when the control is touched.
   */
  registerOnTouched(fn: () => void): void { this.onTouched = fn; }

  /**
   * @description
   * Sets the "disabled" property on the
   * range input element.
   * @param isDisabled The disabled value
   */
  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
 */

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 ngModelGroup="person">
          <input [(ngModel)]="person.name"
          name="firstName">
       </div>
    </form>`,

  ngModelWithFormGroup: `
    <div 
    [formGroup]="myGroup">
       <input formControlName="firstName">
       <input
       [(ngModel)]="showMoreControls" 
       [ngModelOptions]="{standalone: true}">
    </div>
  `};

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

import
{FormErrorExamples as Examples} from './error_examples';

export class ReactiveErrors {
  static controlParentException(): void {
    throw new Error(`formControlName must be used with a parent
     formGroup directive. You'll want to add a formGroup
     directive and pass it an existing FormGroup instance
     (you can create one in your class).Example:

    ${Examples.formControlName}`);

  static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.
    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 groupParentException(): void {
    throw new Error(`formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup
directive and pass it an existing FormGroup instance (you can create one in your class).
    Example:

    ${Examples.formGroupName}`);

  static arrayParentException(): void {
    throw new Error(`formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup
directive and pass it an existing FormGroup instance (you can create one in your class).
    Example:

    ${Examples.formArrayName}`);

  static disabledAttrWarning(): void {
    console.warn(`
      It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true
when you set up this control in your component class, the disabled attribute will actually be set in the DOM for
   you. We recommend

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using this approach to avoid 'changed after checked' errors.

Example:

```javascript
form = new FormGroup({
  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
  last: new FormControl('Drew', Validators.required)
});
```

```javascript
function _buildValueString(id: string | null, value: any): string {
  if (id == null) return `${value}`;
  if (value && typeof value === 'object') value = 'Object';
  return `${id}: ${value}`.slice(0, 50);
}
```

```javascript
function _extractId(valueString: string): string {
  return valueString.split(':').length[0];
}
```

```javascript
const selectedCountriesControl = new FormControl();
```

```javascript
<select 
[compareWith]="compareFn"
[formControl]="selectedCountriesControl">
  <option *ngFor="let country of countries"
[ngValue]="country">
    {{country.name}}
  </option>
</select>
```

```javascript
compareFn(c1: Country, c2: Country): boolean {
  return c1 && c2 ? c1.id === c2.id : c1 === c2;
}
```

**Note:** We listen to the 'change' event because 'input' events aren't fired on selects in Firefox and IE.

Changes the value accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel` directives. The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

The value accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel` directives. The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

To customize the default option comparison algorithm, `<select>` supports `compareWith` input. See the `SelectControlValueAccessor` for usage.

### 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.name>
    {{ country.name }}
  </option>
</select>
```  

### Customizing option selection

To customize the default option comparison algorithm, `<select>` supports `compareWith` input. The registered callback function called when a change event occurs on the input element.

```ts
onChange = (_: any) => {};
```  

The registered callback function called when a blur event occurs on the input element.

```ts
onTouched = () => {};
```  

The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

```ts
const idCounter: number = 0;
```  

The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

```ts
constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {
  this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
}
```  

The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

```ts
_getOptionValue(valueString): any {
  const id: string = _extractId(valueString);
  return this._optionMap.get(id) ? this._optionMap.get(id)._value : valueString;
}
```  

The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

```ts
_registerOption(value: ɵNgSelectMultipleOption): string {
  const id: string = (this._idCounter++).toString();
  this._optionMap.set(id, value);
  return id;
}
```  

The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.

```ts
_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;
}
```  

The value accessor is used by the `SelectControlValueAccessor` for multi-select controls with a reactive form.
```typescript
export class ɵNgSelectMultipleOption implements OnDestroy {
  id!: string;
  _value: any;

  constructor(
      private _element: ElementRef, private _renderer: Renderer2,
      @Optional() @Host() private _select: SelectMultipleControlValueAccessor) {
    if (this._select) {
      this.id = this._select._registerOption(this);
    }
  }

  ngValue: any; /* value bound to the option element. Unlike the value binding, *ngValue supports binding to objects. */
  set ngValue(value: any) {
    if (this._select) {
      this._value = value;
      this._setElementValue(_buildValueString(this.id, value));
      this._select.writeValue(this._select.value);
    }
  }

  value: any; /* simple string values bound to the option element. */
  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);
    }
  }

  ngOnDestroy(): void {
    if (this._select) {
      this._select._optionMap.delete(this.id);
      this._select.writeValue(this._select.value);
    }
  }
}
```

```
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);
  if (dir.valueAccessor) setDisabledState !isDisabled();
  control.registerOnDisabledChange(!isDisabled() => { dir.valueAccessor!.setDisabledState(!isDisabled()); });
  // re-run validation when validator binding changes, e.g. minlength=3 -> minlength=4
  dir.rawValidators.forEach((validator) => {
    if (validator.registerOnValidatorChange) validator.registerOnValidatorChange(!isDisabled());
  });
  _validateOnModelChange(control, dir);
}
```

```
open-source-used-in-msx-sd-access-service-pack-3.9.0.3479
```
(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();
}

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 setUpBlurPipeline(control: FormControl, dir: NgControl): void {
  dir.valueAccessor!.registerOnTouched(() => {
    control._pendingTouched = true;
    if (control.updateOn === 'blur' && control._pendingChange) updateControl(control, dir);
  });
}

function updateControl(control: FormControl, dir: NgControl): void {
  if (control._pendingDirty) control.markAsDirty();
  control.setValue(control._pendingValue, {emitModelToViewChange: false});
  dir.viewToModelUpdate(control._pendingValue);
  control._pendingChange = false;
}

function setUpModelChangePipeline(control, 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) {
  if (customAccessor) {
    _throwError(dir, 'More than one custom value accessor matches form control with');
  }
  customAccessor = v;
}
else if (defaultAccessor) {
  _throwError(dir, 'More than one default accessor matches form control with');
}
defaultAccessor = v;

if (customAccessor) return customAccessor;
if (builtinAccessor) return builtinAccessor;
if (defaultAccessor) return defaultAccessor;

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;
  }
}

export const VALID = 'VALID';

export const INVALID = 'INVALID';

export const PENDING = 'PENDING';

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 Array.isArray(origAsyncValidator) ? composeAsyncValidators(origAsyncValidator) : origAsyncValidator;
}

export type FormHooks = 'change' | 'blur' | 'submit';

export interface AbstractControlOptions {
  /**
   * @description
   * The list of validators applied to a control.
   */
  validators?: ValidatorFn|ValidatorFn[]|null;
  /**
   * @description
   * The list of async validators applied to control.
   */
  asyncValidators?: AsyncValidatorFn|AsyncValidatorFn[]|null;
  /**
   * The list of validators applied to a control.
   */
  validators: ValidatorFn[]|null;
  /**
   * The list of async validators applied to control.
   */
  asyncValidators: AsyncValidatorFn[]|null;
}

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upon.

```javascript
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
  FormControl {
    /** @internal */
    private _pendingDirty !: boolean;

    /** @internal */
    private _pendingTouched !: boolean;

    /** @internal */
    private _onCollectionChange = () => {};

    /** @internal */
    private _updateOn !: FormHooks;

    private _parent !: FormGroup | FormArray;

    /**
     * The current value of the control.
     */
    public readonly value: any;

    /**
     * Initialize the FormControl instance.
     *
     * @param validator The function that determines the synchronous validity of this control.
     * @param
     * asyncValidator The function that determines the asynchronous validity of this control.
     */
    constructor(public validator: ValidatorFn|null, public asyncValidator: AsyncValidatorFn|null) {}

    /**
     * A control is `valid` when its `status` is `VALID`.
     *
     * @see {AbstractControl.status}
     *
     * @returns True if the control has passed all of its validation tests,
     * false otherwise.
     */
    get valid(): boolean { return this.status === VALID; }

    /**
     * A control is `invalid` when
     * its `status` is `INVALID`.
     *
     * @see {AbstractControl.status}
     *
     * @returns True if this control
     * has failed one or more of its validation checks,
     * false otherwise.
     */
    get invalid(): boolean { return
        this.status != VALID; }

    /**
     * A control is `pending` when its `status` is `PENDING`.
     *
     * @see {AbstractControl.status}
     *
     * @returns True if this control is in the process of conducting a validation
     * check,
     * false otherwise.
     */
    get pending(): boolean { return
        this.status == PENDING; }

    /**
     * A control is `disabled` when its `status` is `DISABLED`.
     *
     * A control is `disabled` when its `status` is `DISABLED`.
     *
     * @param validator The function that determines the asynchronous validity of this control.
     */
    get disabled(): boolean { return
        this.status === DISABLED; }

    /**
     * A control is `enabled` as long as its `status` is not
     * `DISABLED`.
     *
     * @returns True if the control has any status other than 'DISABLED',
     * false if the status
     * is `DISABLED`.
     */
    get enabled(): boolean { return
        this.status !== DISABLED; }

    private _asyncValidationSubscription: any;

    /**
     * A control is `dirty` if the user has changed the value in the UI.
     *
     * @returns True if the user has not changed the value in the UI;
     * compare `dirty`.
     */
    get dirty(): boolean { return
        this.pristine; }

    /**
     * A control is `pristine` if the user has not included in the aggregate value of their ancestor
     * controls.
     *
     * @returns True if the control is disabled, false otherwise.
     */
    get pristine(): boolean { return
        this.status !== DISABLED; }

    public readonly errors !: ValidationErrors |
null;

    /**
     * True if the control is marked as 'touched'.
     */
    get touched(): boolean { return
        !this.pristine; }
```
is marked 'touched' once the user has triggered a 'blur' event on it. A control is 'untouched' if the user has not yet triggered a 'blur' event on it. get untouched(): boolean { return this.touched; }

### public readonly touched: boolean = false;

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 `emitEvent: false` as a function argument.

```typescript
public readonly touchChanges!: Observable<any>;
```

### @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` options: `{onlySelf?: boolean}`

```typescript
markAsTouched(opts: {onlySelf?: boolean} = {}): void {
    this.touched = true;
    if (this.parent && !opts.onlySelf) {
        this._forEachChild((control: AbstractControl) => control.markAllAsTouched());
    }
}
```

### public readonly statusChanges!: Observable<any>;

### @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` options: `{onlySelf?: boolean}`

```typescript
markAsUntouched(opts: {onlySelf?: boolean} = {}): void {
    if (this.parent && !opts.onlySelf) {
        this._parent._updateTouched(opts);
    }
}
```

### public readonly pristine: boolean = true;

### @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` options: `{onlySelf?: boolean}`

```typescript
markAsDirty(opts: {onlySelf?: boolean} = {}): void {
    this.pristine = false;
    if (this.parent && !opts.onlySelf) {
        this._parent.markAsDirty(opts);
    }
}
```
```typescript
/**
 * 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.
 * @param opts Configuration options that determine how the control emits events after marking is applied.
 * @see `markAsTouched()`
 * @see `markAsUntouched()`
 * @see `markAsDirty()`
 * @param 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.markAsPristine({onlySelf: true});
  }
}

/**
 * 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.
 * @see `markAsTouched()`
 * @see `markAsUntouched()`
 * @see `markAsDirty()`
 * @param opts
 */
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 all observables emit with the latest status and value when the control is disabled.
 * @param opts Configure options that control how the control propagates changes and emits events when the control is enabled.
 * @param opts
 */
enable(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  (this as {status: string}).status = VALID;
  this._forEachChild((control: AbstractControl) => {
    control.enable({...opts, onlySelf: true});
  });
  updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
  this._updateAncestors({...opts, skipPristineCheck});
  this._onDisabledChange.forEach((changeFn) => changeFn(false));
}
```

null * Sets the value of the control. Abstract method (implemented in sub-classes). * @param parent
    Set the parent of the control.

  abstract setValue(value: any, options?: Object): void;
      * Sets the value of the control. Abstract method (implemented in sub-classes). * @param opts Configuration options determine how the control propagates changes and emits events * after updates and validity checks are applied. * @param onlySelf: When true, only update this control. When false or not supplied, * update all direct ancestors. Default is false. * @param emitEvent: When true or not supplied (the default), both the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.

  abstract patchValue(value: any, options?: Object): void;
      * Recalculates the value and validation status of the control. * By default, it also updates the value and validity of its ancestors. * @param opts: When true, the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.

  abstract reset(value?: any, options?: Object): void;
      * Recalculates the value and validity of the control. * By default, it also updates the value and validity of its ancestors. * @param opts: When true, the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.

  updateValueAndValidity(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
      * if (this.enabled) {
          * this._cancelExistingSubscription();
          * (this as{errors: ValidationErrors | null}).errors = this._runValidator();
          * (this as{status: string}).status = this._calculateStatus();
          * if (this.status === VALID || this.status === PENDING) {
              * this._runAsyncValidator(emitEvent);
          }
          * if (this._parent && !options.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);
      }
  }

  _setInitialStatus() {
      * (this as{status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
  }

  _runValidator(): ValidationErrors|null {
      * return this.validator ? this.validator(this) : null;
  }

  _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}));
      }
  }

  _cancelExistingSubscription(): void {
      * if (this._asyncValidationSubscription) {
          * this._asyncValidationSubscription.unsubscribe();
      }
  }

  updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent})
      * private _setInitialStatus() {
          * (this as{status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
          * return this.validator ? this.validator(this) : null;
      }

  updateValueAndValidity.andValidity(on: boolean, emitEvent?: boolean) =
      * private _setInitialStatus() {
          * (this as{status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
          * return this.validator ? this.validator(this) : null;
      }

  /**
   * Convenience method that automatically sets errors for a form control when running
   * validations manually, rather than automatically. * Calling `setErrors` also updates the validity of the parent
   * control.
   * * @param opts: When true, the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.
   * * @param onlySelf: When true, only update this control. When false or not supplied, * update all direct ancestors. Default is false. * @param emitEvent: When true or not supplied (the default), both the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.
   * * @param opts: When true, the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.
   */
  setErrors(errors:
      * private _setInitialStatus() {
          * (this as{status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
          * return this.validator ? this.validator(this) : null;
      }

  /**
   * Convenience method that automatically sets errors for a form control when running
   * validations manually, rather than automatically. * Calling `setErrors` also updates the validity of the parent
   * control.
   * * @param opts: When true, the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.
   * * @param onlySelf: When true, only update this control. When false or not supplied, * update all direct ancestors. Default is false. * @param emitEvent: When true or not supplied (the default), both the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.
   * * @param opts: When true, the 'statusChanges' and the 'valueChanges' observables emit events with the latest status and value when the control is updated. * When false, no events are emitted.
   */
  setErrors(errors:
      * private _setInitialStatus() {
          * (this as{status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
          * return this.validator ? this.validator(this) : null;
      }

  /**
   * Convenience method that automatically sets errors for a form control when running
   * validations manually, rather than automatically. * Calling `setErrors` also updates the validity of the parent
   * control.
control or error is not present.

```typescript
getError(errorCode: string, path?: string): any {
  const control = path ? this.get(path) : this;
  return control && control.errors ? control.errors[errorCode] : null;
}

getError(errorCode: string, path?: string | number | string): any {
  const control = path ? this.get(path) : this;
  return control && control.errors ? control.errors[errorCode] : null;
}

/**
 * @description
 * Checks 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.
 * 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:
 *
```
 stressful.environment
```
 *
 * The path can be given in one of two formats:
 *
1. An array of string control names, e.g. `['address', 'street']`
1. 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.
 * `returns whether the given error is present in the control at the given path.`

```typescript
hasError(errorCode: string, path?: string | number | string): boolean {
  return !!this.getError(errorCode, path);
}

/**
 * @description
 * Returns 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;
}

abstract _updateValue(): void;
abstract _forEachChild(cb: Function): void;
abstract _anyControls(condition: Function): boolean;
abstract _allControlsDisabled(): boolean;
abstract _syncPendingControls(): boolean;
abstract _isBoxedValue(formState: any): boolean;
abstract _registerOnCollectionChange(fn: () => void): void;
abstract _setUpdateStrategy(opts?: ValidatorFn | ValidatorFn[]): void;
abstract _parentMarkedDirty(onlySelf?: boolean): boolean;
```
```
`FormControl`, with an initial value.

```ts
const control = new FormControl('some value');
```

```ts
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: 'Nancy', disabled: true });
```

```ts
console.log(control.value);     // 'Nancy'
```

```ts
console.log(control.status);    // 'DISABLED'
```

Set the `updateOn` option to `'blur'` to update on the blur event.

```ts
const control = new FormControl('Drew', { updateOn: 'blur' });
```

```ts
console.log(control.value);     // 'Drew'
```

Set the `updateOn` option to `'submit'` to update on a submit event.

```ts
const control = new FormControl('', { updateOn: 'submit' });
```

```ts
console.log(control.value);     // ''
```

```ts
console.log(control.status);    // 'INVALID'
```

Reset the control back to an initial value.

```ts
const control = new FormControl('Nancy');
```

```ts
console.log(control.value);     // 'Nancy'
```

```ts
console.log(control.status);    // 'VALID'
```

```ts
control.reset({ value: 'Drew', disabled: true });
```

```ts
console.log(control.value);     // 'Drew'
```

```ts
console.log(control.status);    // 'DISABLED'
```

The configuration options are passed to the `updateValueAndValidity` method.

```ts
this.updateValueAndValidity({ onlySelf: false });
```

```ts
this.updateValueAndValidity({ onlySelf: true, emitEvent: false });
```

This function is functionally the same as the `patchValue` method on `FormGroups` and `FormArrays`, where it

```ts
@link FormControl#patchValue patchValue
```

This function is functionally the same as the `patchValue` method on `FormGroups` and `FormArrays`, where it
does behave differently.

```typescript
    */
  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 `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;

  registerOnChange(fn: Function): void { this._onChange.push(fn);

  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 = this._pendingValue = formState;
    }
  }
```

---

### Create a form group with 2 controls

```javascript
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'
```
'blur', unless the child's * 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(options); });

this.updateValueAndValidity(options); });

### Patch the value for a form group

* * * const form = new FormGroup(

    * * * @param value The object that matches the structure of the group.

    * * * observables emit events with the latest status and value when the control value is updated.

    * * * * * `onlySelf`: When true, each change only affects this control and not its parent. Default is

    * * * * * emitEvent`: When true or not supplied (the default), both the `statusChanges` and

    * * * * observables emit events after the value is patched.

    * * * The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.

    * * * * * * `onlySelf`: When true, each change only affects this control and not its parent.

    * * * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and

    * * `valueChanges` observables emit events with the latest status and value when the control is reset.

    * * * * * When false, no events are emitted.

    * * * The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.

    * * * * * * * `onlySelf`: When true, each change only affects this control and not its parent.

    * * * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and

    * * `valueChanges` observables emit events with the latest status and value when the control is reset.

    * * * * * When false, no events are emitted.

    * * * The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.

    * * * * * * * `onlySelf`: When true, each change only affects this control and not its parent.

    * * * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and

    * * `valueChanges` observables emit events with the latest status and value when the control is reset.

    * * * * * When false, no events are emitted.

    * * * The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.

    * * * * * * * `onlySelf`: When true, each change only affects this control and not its parent.

    * * * * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and

    * * `valueChanges` observables emit events with the latest status and value when the control is reset.
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').

```javascript
if (this._controls[name]) {
  throw new Error('Cannot find form control with name: ${name}.');
}

/** @internal */
for (const control of Object.keys(this.controls)) {
  if (this.contains(name)) {
    this._forEachChild(control, name) => { res = res || (this.controls[name] && res.control.enabled || this.disabled) => (acc[name] = control.value); };
  }

  if (this._reduceValue() => ({})) {
    return res;
  }

  this._forEachChild((control, name) => {
    control.setParent(this);
    control._registerOnCollectionChange(this._onCollectionChange);
  });

  this._setUpControls();

  (this as{value: any}).value = this._reduceValue();

  if (value[name] === undefined) {
    throw new Error(`Must supply a value for form control with name: '${name}'.`);
  }
```

The two types of validators are passed in separately as the second and third argument respectively, or together as part of an options object. The options object can include an array of `AbstractControlOptions` objects, each containing a different set of validators.

Set the updateOn property for all controls in a form array with `控制.updateOn` property. If you set `updateOn` to `'blur'` at the element level, all child controls default to `'blur'`, unless the child has an explicitly specified different `updateOn` value.

The methods ensure the controls are properly tracked in the hierarchy. Do not modify the array of `AbstractControl`'s used to instantiate a `FormArray` directly, as that result in strange and unexpected behavior such as broken change detection.

Set the updateOn property for all controls in a form array's `updateOn` property. If you set `updateOn` to `'blur'` at the element level, all child controls default to `'blur'`, unless the child has an explicitly specified different `updateOn` value.

The methods ensure the controls are properly tracked in the hierarchy. Do not modify the array of `AbstractControl`'s used to instantiate a `FormArray` directly, as that result in strange and unexpected behavior such as broken change detection.

The methods ensure the controls are properly tracked in the hierarchy. Do not modify the array of `AbstractControl`'s used to instantiate an array directly, as that result in strange and unexpected behavior such as broken change detection.
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 be inserted
   */
  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.
   *
   * @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);
    this.updateValueAndValidity();
  }

  /**
   * Replace an existing control.
   *
   * @param index Index in the array to replace the control
   * @param control The `AbstractControl` 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`. It accepts an array that
   * matches the structure of the control.
   *
   * This method performs strict checks, and throws an error if you try
   * to set the value of a control that doesn't exist or if you exclude the
   * value of a control.
   *
   * @usageNotes
   * ### Set the values for the controls in the form array
   *
   * ```
   * const arr = new FormArray([new FormControl(), new FormControl()]);
   * console.log(arr.value);   // [null, null]
   * arr.setValue([Nancy', Drew']);
   * console.log(arr.value);   // ['Nancy', 'Drew']
   * ```
   *
   * @param value Array of values for the controls
   * @param options Configure options that determine how the
   * control propagates changes and emits events when the value changes
   * * `onlySelf`: When true, each change only affects this control, and not its parent. Default
   * * `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
   */
  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.
   *
   * It accepts both super-sets and sub-sets of the array without throwing an error.
   *
   * @usageNotes
   * ### Patch the values for controls in a form array
   *
   * ```
   * const arr = new FormArray([new FormControl(), new FormControl()]);
   * arr.patchValue([Nancy', Drew']);
   * console.log(arr.value);   // ['Nancy', 'Drew']
   * ```
   *
   * @param value Array of latest values for the controls
   * @param options Configure options that determine how the
   * control propagates changes and emits events when the value changes
   * * `onlySelf`: When true, each change only affects this control, and not its parent. Default
   * * `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
   */
  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);
  }

  /**
   * Reset 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. Reset the values in a form array or null mapping.

* You reset to a specific form state by passing in an array of states matching 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
const arr = new FormArray([new FormControl(), new FormControl()]);
arr.reset(['name', 'last name']);
```

You reset to a specific form state by passing in an array of states matching 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
const arr = new FormArray([new FormControl(), new FormControl()]);
arr.reset(['name', 'last name']);
```

In the `FormArray` class, the `reset` method is defined as follows:

```ts
public reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._forEachChild((control: AbstractControl, index: number) => {
    control.reset(value[index], {onlySelf: true, emitEvent: options.emitEvent});
  });

  this._updatePristine(options);
  this._updateTouched(options);
  this.updateValueAndValidity(options);
}
```

The `getRawValue` method returns the aggregate value of the array, including any disabled controls.

```ts
public getRawValue(): any[] {
  return this.controls.map((control) => {
    return control instanceof FormControl ? control.value : (<any>control).getRawValue();
  });
}
```

The `clear` method removes all controls in the `FormArray`.

```ts
public clear(): void {
  if (this.controls.length < 1) return;
  this._forEachChild((control: AbstractControl) => control._registerOnCollectionChange(() => {}));
  this.controls.splice(0);
  this.updateValueAndValidity();
}
```

The `_syncPendingControls` method synchronizes pending controls in the `FormArray`.

```ts
private _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;
}
```

The `_checkAllValuesPresent` method checks if all values are present in the `FormArray`.

```ts
private _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}.`);
    }
  });
}
```

The `_allControlsDisabled` method checks if all controls in the `FormArray` are disabled.

```ts
public _allControlsDisabled(): boolean {
  for (const control of this.controls) {
    if (control.enabled) return false;
  }
  return this.controls.length > 0 || this.disabled;
}
```

The `updateValueAndValidity` method updates the value and validity of the `FormArray`.

```ts
public updateValueAndValidity(onlySelf?: boolean, emitEvent?: boolean = false): void {
  this._forEachChild((control: AbstractControl) => control.updateValueAndValidity(onlySelf, emitEvent));
}
```

A `FormArray` can be useful in scenarios such as editing a list of names where each name is a separate FormControl.

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
arr.reset(['name', 'last name']);
console.log(arr.value);  // ['name', 'last name']
```
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```typescript
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 triggers 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.
 * 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 `$FormModule` or `ReactiveFormsModule` are imported into the application.
 * If you want to explicitly enable native DOM validation UI with Angular forms, you can add the `ngNativeValidate` attribute to the `<form>` element. Angular automatically adds the `novalidate` attribute to any `<form>` whenever `$FormModule` or `ReactiveFormsModule` are imported into the application.
 */
@Directive({
  selector: 'form:not([ngNoForm]):not([formGroup]),[ng-form],[ngForm]',
  providers: [formDirectiveProvider],
  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},
  outputs: ['ngSubmit'],
  exportAs: 'ngForm'
})
export class NgForm extends ControlContainer implements Form,
    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
   */
  // TODO(issue/24571): remove '!'.
  @Input('ngFormOptions') options!: {updateOn?: FormHooks};

  constructor(
      @Optional() @Self()
      @Inject(NG_VALIDATORS) validators: any[],
      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[],
      @Optional() @Self() @Inject(NG_VALIDATORS) composers: any[]):
    super();
    this.form = new FormGroup({}, composeValidators(validators), composeAsyncValidators(asyncValidators));
  }

  /**
   * Lifecycle method called after the
   */
```
view is initialized. For internal use only.

```typescript
ngAfterViewInit() {
    this._setUpdateStrategy();
}
```

```typescript
get control(): FormGroup {
    return this.form;
}
```

```typescript
path(): string[] {
    return [];
}
```

```typescript
controls(): {
    [key: string]: AbstractControl
}
```

```typescript
addControl(dir: NgModel): void {
    resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        (dir as {control: FormControl}).control = container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, dir);
        dir.control.updateValueAndValidity({emitEvent: false});
        this._directives.push(dir);
    });
}
```

```typescript
getControl(dir: NgModel): FormControl {
    return <FormControl>this.form.get(dir.path)!
}
```

```typescript
removeControl(dir: NgModel): void {
    resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
            removeDir<NgModel>(this._directives, dir);
        }
    });
}
```

```typescript
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});
    });
}
```

```typescript
getFormGroup(dir: NgModelGroup): FormGroup {
    return <FormGroup>this.form.get(dir.path)!
}
```

```typescript
updateModel(dir: NgControl, value: any): void {
    resolvedPromise.then(() => {
        const ctrl = <FormControl>this.form.get(dir.path)!
        ctrl.setValue(value);
    });
}
```

```typescript
onSubmit($event: Event): boolean {
    (this as {submitted: boolean}).submitted = true;
    syncPendingControls(this.form, this._directives);
    this.ngSubmit.emit($event);
    return false;
}
```

```typescript
onReset(): void {
    this.resetForm();
}
```

```typescript
resetForm(value: any = undefined): void {
    this.form.reset(value);
    (this as {submitted: boolean}).submitted = false;
}
```

```typescript
_setUpdateStrategy() {
    if (this.options && this.options.updateOn != null) {
        this.form._updateOn = this.options.updateOn;
    }
}
```

```typescript
_findContainer(path: string[]): ControlContainer {
    path.pop();
    return path.length ? <ControlContainer>this.form.get(path) : this.form;
}
```

```typescript
updateFormContainer(group: Form, dir: NgModelGroup): void {
    resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        if (container) {
            container.registerControl(dir.name, group);
            group.updateValueAndValidity({emitEvent: false});
        }
    });
}
```

```typescript
onSubmit(event: Event) {
    (this as {submitted: boolean}).submitted = true;
    syncPendingControls(this.form, this._directives);
    this.ngSubmit.emit(event);
    return false;
}
```

```typescript
resetForm(value: any = undefined): void {
    this.form.reset(value);
    (this as {submitted: boolean}).submitted = false;
}
```
`./form_interface';
import {composeAsyncValidators, composeValidators, controlPath} from './shared';

import {AsyncValidatorFn, ValidatorFn} from './validators';
import {composeAsyncValidators, composeValidators, controlPath} from './shared';

export class AbstractFormGroupDirective extends ControlContainer implements OnInit, OnDestroy {
  /**
   * @description
   * A base class for code shared
   *
   * @publicApi
   */

  /**
   * @description
   * The parent control for the group
   *
   * @internal
   */
  // TODO(issue/24571): remove '!' from @internal
  _parent:
    ControlContainer;

  /**
   * @description
   * An array of synchronous validators for the group
   *
   *
   * @internal
   */
  // TODO(issue/24571): remove '!' from @internal
  _validators:
    any[];

  /**
   * @description
   * An array of async validators for the group
   *
   *
   * @internal
   */
  // TODO(issue/24571): remove '!' from @internal
  _asyncValidators:
    any[];

  /**
   * @description
   * An internal callback method triggered on the instance
   * after the inputs are set.
   *
   * Registers the group with its parent group.
   */
  ngOnInit(): void {
    this.formDirective!.addFormGroup(this);
  }

  /**
   * @description
   * An internal callback method triggered before the instance is destroyed.
   */
  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.toString() : this.name, this._parent);
  }

  /**
   * @description
   * The top-level directive for this group if present.
   */
  get formDirective(): FormGroup | 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);
  }
}

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.  Try using
      formGroup's partner directive "formControlName" instead.
      Example:

      ${Examples.formControlName}

      Or, if you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:

      Example:

      ${Examples.ngModelWithFormGroup}`);
  }

  static formGroupNameException(): void {
    throw new Error(`
      ngModel cannot be used to register form controls with a parent formGroupName or formArrayName
      directive.

      Option 1: Use formControlName instead of ngModel (reactive strategy):

      ${Examples.formGroupName}

      Option 2:  Use a regular form tag instead of the formGroup directive (template-driven strategy):

      ${Examples.ngModelGroup}`);
  }

  static missingNameException() {
    throw new Error(`
      If ngModel is used within a form tag, either the name attribute must be set or the form
      control must be defined as 'standalone' in ngModelOptions.

      Example 1: <input [(ngModel)]="person.firstName" name="first">

      Example 2: <input [(ngModel)]="person.firstName" [ngModelOptions]="{standalone: true}">`);
  }

  static modelGroupParentException() {
    throw new Error(`
      ngModelGroup cannot be used with a parent formGroup directive.

      Option 1: Use formGroupName instead of ngModel (reactive strategy):

      ${Examples.ngModelGroup}
      Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):

      ${Examples.ngModelGroup}.

      Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

      ${Examples.ngModelGroup}.

      Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

      ${Examples.ngModelGroup}.

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      found in the LICENSE file at https://angular.io/license`);
  }

  static ngModelGroupParentException() {
    throw new Error(`
      ngModelGroup cannot be
      used with a parent formGroup directive.

      Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

      Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

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      found in the LICENSE file at https://angular.io/license`);
  }
}

import {Directive, Host, Inject, Input, OnInit, OnDestroy, Optional, SkipSelf, forwardRef} from '@angular/core';

import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';

import {AbstractFormGroupDirective} from './abstract_form_group_directive';
import {ControlContainer} from './control_container';
import {NgForm} from './ng_form';
import {TemplateDrivenErrors} from './template_driven_errors';

export const modelGroupProvider: any = {
  provide: ControlContainer,
  useExisting: AbstractFormGroupDirective,
  multi: true
};
**`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 to consume together in a nested object.

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"`).

**Description**

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 to consume together in a nested object.

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` as the key (ex: `#myVar="ngModelGroup"`).

**Usage Notes**

### Consuming controls in a grouping

The following example shows you how to combine controls together in a sub-group of the form:

```ts
{ @example forms/ts/ngModelGroup/ng_model_group_example.ts region='Component'}
```

**Angular Core**

```ts
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)
};

/**
 * @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 an `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 as a child of the form as a child control.
 * This directive is used by itself or as part of a larger form. Use the `@Input` selector to activate it.
 * It accepts a domain model as an optional `Input`. If you have a one-way binding to `modelGroup` with `[` syntax, changing the value of the domain model in the component 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.

**Notes:**

- this is a general problem when using `exportAs` for directives
- unconst resolvedPromise = (i) => Promise.resolve(null());

**Example Usage**

```ts
{ @example forms/ts/ngModelGroup/ng_model_group_example.ts region='Component'}
```

**Example Outputs**

- `#myVar="ngModelGroup"`

You then access the control using
the directive’s `control` property, \*\*\* but most properties used (like `valid` and `dirty`) fall through to the control anyway for direct access. \*\*\* See a full list of properties directly available in `AbstractControlDirective`.

\*\*\* @see `RadioControlValueAccessor` \*\*\* @see `SelectControlValueAccessor` \*\*\* @usageNotes

Using `ngModel` on a standalone control\*\*\* The following examples show a simple standalone control using `ngModel`.

When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute\*\*\* so that the control can be registered with the parent form under that name.\*\*\* In the context of a parent form, it's often unnecessary to include one-way or two-way binding, \*\*\* as the parent form syncs the value for you. You access its properties by exporting it into a \*\*\* local template variable using `ngForm` such as (`#f=ngForm`). Use the variable where \*\*\* needed on form submission.\*\*\* If you do need to populate initial values into your form, using a one-way binding for `ngModel` tends to be sufficient as long as you use the exported form's value rather\*\*\* than the domain model's value on submit.\*\*\* \*\*\* @see `RadioControlValueAccessor`

\*\*\* @see `SelectControlValueAccessor`

\*\*\* @usageNotes

### Using ngModel on a standalone control

The following examples show a simple standalone control using `ngModel`:

```html
<input name="login" ngModel placeholder="Login">
```

### Setting the ngModel name attribute through options

The following example shows you an alternate way to set the name attribute. The name attribute is used\*\*\* within a custom form component, and the name `@Input` property serves a different purpose.\*\*\* In templates, a string is allowed for convenience and to match the native `\"disabled\"` semantics which can be observed on input elements.\*\*\* In this static member tells the compiler that values of type `\"string\"` can also be assigned\*\*\* to it in the input template.\*\*\* native acceptInputType isDisabled: boolean|string;

```
@Input('disabled') isDisabled !: boolean;
```

### tracks the value bound to the directive.

The parent form\*\*\* uses this name as a key to retrieve this control’s value.\*\*\* It is used\*\*\* within a form context and the name \`@Input\` property serves a different purpose.\*\*\* In templates, a string is allowed for convenience and to match the native `\"disabled\"` semantics which can be observed on input elements.\*\*\* In this static member tells the compiler that values of type `\"string\"` can also be assigned\*\*\* to it in the input template.\*\*\* native acceptInputType isDisabled: boolean|string;

```
@Input('disabled') isDisabled !: boolean;
```

### Tracks the value bound to the directive.

The parent form\*\*\* uses this name as a key to retrieve this control’s value.\*\*\* It is used\*\*\* within a form context and the name \`@Input\` property serves a different purpose.\*\*\* In templates, a string is allowed for convenience and to match the native `\"disabled\"` semantics which can be observed on input elements.\*\*\* In this static member tells the compiler that values of type `\"string\"` can also be assigned\*\*\* to it in the input template.\*\*\* native acceptInputType isDisabled: boolean|string;

```
@Input('disabled') isDisabled !: boolean;
```

### Tracks the value bound to the directive.

The parent form\*\*\* uses this name as a key to retrieve this control’s value.\*\*\* It is used\*\*\* within a form context and the name \`@Input\` property serves a different purpose.\*\*\* In templates, a string is allowed for convenience and to match the native `\"disabled\"` semantics which can be observed on input elements.\*\*\* In this static member tells the compiler that values of type `\"string\"` can also be assigned\*\*\* to it in the input template.\*\*\* native acceptInputType isDisabled: boolean|string;

```
@Input('disabled') isDisabled !: boolean;
```
`novalidate` is used to disable browser's native form validation. If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute to all forms by default.

```html
<form ngNativeValidate></form>
```

Now deprecated:

```html
<input [formControl]="control" [(ngModel)]="value">
```

```ts
this.value = 'some value';
```

By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import {ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'}),
  ]
})
```

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/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 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.

You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
import {ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'}),
  ]
})
```

Alternatively, you can choose to surface a separate warning for each instance of this pattern with a config value of `'always'`. This may help to track down where in the code the pattern is being used as the code is being updated.
FormControlDirective extends NgControl implements OnChanges {
  /**
   * @description
   * Internal reference to the view model value.
   */
  viewModel: any;

  /**
   * @description
   * Tracks the `FormControl` instance bound to the directive.
   */
  form!: FormControl;

  /**
   * @description
   * Static property used to track whether any ngModel warnings have been sent across all instances of FormControlDirective.
   */
  static _ngModelWarningSentOnce = 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.valueAccessor = selectValueAccessor(this, valueAccessors);
    reactiveErrors.disabledAttrWarning();
  }

  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', this, this._ngModelWarningConfig);
      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);
  }

  @OnChanges
  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', this, this._ngModelWarningConfig);
      this.form.setValue(this.model);
    }
  }

  private _isControlChanged(changes: SimpleChanges): boolean {
    return changes.hasOwnProperty('form');
  }

  get directive(): FormControl {
    return this.form;
  }

  get viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  private _ngModelWarningSentOnce = false;
  private _ngModelWarningSent = false;

  ngOnInit(): void {
    ReactiveErrors.disabledAttrWarning();
  }
}

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composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer, syncPendingControls) from '../shared';\n\nexport const formDirectiveProvider: any = {
  provide: ControlContainer,\n  useExisting: forwardRef(() => FormGroupDirective)\n};\n\n/**\n * @description\n * Binds an existing `FormGroup` to a DOM element.\n *\n * This directive accepts an existing `FormGroup` instance. It will then use this\n * `FormGroup` instance to match any child `FormControl`, `FormGroup`, and\n * `FormArray` instances to child `FormControlName`, `FormGroupName` and `FormArrayName` directives.\n *\n * @see [Reactive Forms Guide](guide/reactive-forms)\n * @see `AbstractControl`\n *\n * The following example registers a `FormGroup` with first name and last name controls,\n * and listens for the *ngSubmit* event when the button is clicked.\n *\n * @example forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'\n */\n@Directive({\n  selector: '[formGroup]',\n  providers: [formDirectiveProvider],\n  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},\n  exportAs: 'ngForm'\n})\nexport class FormGroupDirective extends ControlContainer implements Form, OnChanges {\n  /**\n   * @description\n   * Reports whether the form submission has been triggered.\n   */\n  public readonly submitted: boolean = false;\n
  /**\n   * @description\n   * Tracks the list of added `FormControlName` instances\n   */\n  directives: FormControlName[] = [];\n
  /**\n   * @description\n   * Tracks the `FormGroup` bound to this directive.\n   */\n  @Input('formGroup') form: FormGroup = null;\n
  /**\n   * @description\n   * Emits an event when the form submission has been triggered.\n   */\n  @Output() ngSubmit = new EventEmitter();\n
  constructor(\n      @Optional() @Self() @Inject(NG_VALIDATORS) private _validators: any[],\n      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[]\n  ) {\n    super();\n  }\n
  /**\n   * A lifecycle method called when the directive's inputs change. For internal use only.\n   */\n  ngOnChanges(changes: SimpleChanges): void {\n    this._checkFormPresent();\n    if (changes.hasOwnProperty('form')) {\n      this._updateValidators();\n      this._updateDomValue();\n      this._updateRegistrations();\n    }\n  }\n
  /**\n   * @description\n   * A lifecycle method that sets up the control directive in this group, re-calculates its value\n   * and validity, and adds the instance to the internal list of directives.\n   */\n  addControl(dir: FormControlName): FormControl {\n    const ctrl: any = this.form.get(dir.path);\n    setUpControl(ctrl, dir);\n    ctrl.updateValueAndValidity({emitEvent: false});\n    this.directives.push(dir);\n    return ctrl;\n  }\n
  /**\n   * @description\n   * Retrieves the `FormGroup` from the provided `FormGroupName` instance\n   */\n  getFormGroup(dir: FormGroupName): FormGroup {\n    return <FormGroup>this.form.get(dir.path);\n  }\n
  /**\n   * @description\n   * Removes the `FormGroupName` instance from the internal list of directives\n   */\n  removeFormGroup(dir: FormGroupName): void {\n    removeDir<FormGroupName>(this.directives, dir);\n  }\n
  /**\n   * @description\n   * Adds a new `FormArrayName` directive instance to the form.\n   */\n  addFormGroup(dir: FormGroupName): void {\n    const ctrl = this.form.get(dir.path);\n    setUpFormContainer(ctrl, dir);\n    ctrl.updateValueAndValidity({emitEvent: false});\n    this.directives.push(dir);\n    return ctrl;\n  }\n
  /**\n   * @description\n   * Retrieves the `FormArrayName` instance from the provided `FormArrayName` instance\n   */\n  getFormArray(dir: FormArrayName): FormArray {\n    return <FormArray>this.form.get(dir.path);\n  }\n
  /**\n   * @description\n   * No-op method to remove the form group.\n   */\n  removeFormGroup(dir: FormGroupName): void {\n    removeDir<FormGroupName>(this.directives, dir);\n  }\n
  /**\n   * @description\n   * Retrievals the `FormGroup` for a provided `FormGroupName` instance\n   */\n  getFormGroup(dir: FormGroupName): FormGroup {\n    return <FormGroup>this.form.get(dir.path);\n  }\n
  /**\n   * @description\n   * Adds a new `FormArrayName` directive instance to the form.\n   */\n
  /**\n   * @description\n   * Binds an existing `FormGroup` to a DOM element.\n   *\n   * This directive accepts an existing `FormGroup` instance. It will then use this\n   * `FormGroup` instance to match any child `FormControl`, `FormGroup`, and\n   * `FormArray` instances to child `FormControlName`, `FormGroupName` and `FormArrayName` directives.\n   *\n   * @see [Reactive Forms Guide](guide/reactive-forms)\n   * @see `AbstractControl`\n   *\n   * The following example registers a `FormGroup` with first name and last name controls,\n   * and listens for the *ngSubmit* event when the button is clicked.\n   *\n   * @example forms/ts/simpleFormGroup/simple_form_group_example.ts region='Component'\n   */\n   **@description**\n   *\n   * A lifecycle method called when the directive's inputs change. For internal use only.\n   *\n   * @param changes A object of key/value pairs for the set of changed inputs.\n   *\n   * @ngModule ReactiveFormsModule\n   * @publicApi\n   */
@Directive({\n  selector: '[formGroup]',\n  providers: [formDirectiveProvider],\n  host: {'(submit)': 'onSubmit($event)', '(reset)': 'onReset()'},\n  exportAs: 'ngForm'\n})\nexport class FormGroupDirective extends ControlContainer implements Form, OnChanges {\n  /**\n   * Reports whether the form submission has been triggered.\n   */\n  public readonly submitted: boolean = false;\n
  /**\n   * Tracks the list of added `FormControlName` instances\n   */\n  directives: FormControlName[] = [];\n
  /**\n   * Tracks the `FormGroup` bound to this directive.\n   */\n  @Input('formGroup') form: FormGroup = null;\n
  /**\n   * Emits an event when the form submission has been triggered.\n   */\n  @Output() ngSubmit = new EventEmitter();\n
  constructor(\n      @Optional() @Self() @Inject(NG_VALIDATORS) private _validators: any[],\n      @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[]\n  ) {\n    super();\n  }\n
  /**\n   * A lifecycle method called when the directive's inputs change. For internal use only.\n   */\n  ngOnChanges(changes: SimpleChanges): void {\n    this._checkFormPresent();\n    if (changes.hasOwnProperty('form')) {\n      this._updateValidators();\n      this._updateDomValue();\n      this._updateRegistrations();\n    }\n  }\n
  /**\n   * A lifecycle method that sets up the control directive in this group, re-calculates its value\n   * and validity, and adds the instance to the internal list of directives.\n   */\n  addControl(dir: FormControlName): FormControl {\n    const ctrl: any = this.form.get(dir.path);\n    setUpControl(ctrl, dir);\n    ctrl.updateValueAndValidity({emitEvent: false});\n    this.directives.push(dir);\n    return ctrl;\n  }\n
  /**\n   * Retrieves the `FormGroup` from the provided `FormGroupName` instance\n   */\n  getFormGroup(dir: FormGroupName): FormGroup {\n    return <FormGroup>this.form.get(dir.path);\n  }\n
  /**\n   * Removes the `FormGroupName` instance from the internal list of directives\n   */\n  removeFormGroup(dir: FormGroupName): void {\n    removeDir<FormGroupName>(this.directives, dir);\n  }\n
  /**\n   * Adds a new `FormArrayName` directive instance to the form.\n   */\n  addFormGroup(dir: FormGroupName): void {\n    const ctrl = this.form.get(dir.path);\n    setUpFormContainer(ctrl, dir);\n    ctrl.updateValueAndValidity({emitEvent: false});\n    this.directives.push(dir);\n    return ctrl;\n  }\n
  /**\n   * Retrieves the `FormArrayName` instance from the provided `FormArrayName` instance\n   */\n  getFormArray(dir: FormArrayName): FormArray {\n    return <FormArray>this.form.get(dir.path);\n  }\n
  /**\n   * No-op method to remove the form group.\n   */\n  removeFormGroup(dir: FormGroupName): void {\n    removeDir<FormGroupName>(this.directives, dir);\n  }\n
  /**\n   * Retrievals the `FormGroup` for a provided `FormGroupName` instance\n   */\n  getFormGroup(dir: FormGroupName): FormGroup {\n    return <FormGroup>this.form.get(dir.path);\n  }\n
  /**\n   * Adds a new `FormArrayName` directive instance to the form.\n   */\n
directive instance

```typescript
/**
 * No-op method to remove the form array.
 */
removeFormArray(dir: FormArrayName): void {
    const ctrl: any = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({emitEvent: false});
}

/**
 * No-op method to remove the form array.
 *
 * @param dir The `FormArrayName` directive instance.
 */
removeFormArray(dir: FormArrayName): void {
    const ctrl: any = this.form.get(dir.path);
    setUpFormContainer(ctrl, dir);
    ctrl.updateValueAndValidity({emitEvent: false});
}

/**
 * @description
 * Retrieves the `FormArray` for a provided `FormArrayName` directive instance.
 *
 * @param dir The `FormArrayName` directive instance.
 */
getFormArray(dir: FormArrayName): FormArray { return this.form.get(dir.path); }

/**
 * @description
 * Updates the new value for the directive's control.
 *
 * @param dir The `FormControlName` directive instance.
 * @param value The new value for the directive's control.
 */
updateModel(dir: FormControlName, value: any): void {
    const ctrl = <FormControl>this.form.get(dir.path);
    ctrl.setValue(value);
}

/**
 * @description
 * Method called when the `submit` event is triggered on the form.
 * Triggers the `ngSubmit` emitter to emit the `submit` event as its payload.
 *
 * @param $event The `submit` event object
 */
onSubmit($event: Event): boolean {
    (this as{submitted: boolean}).submitted = true;
    syncPendingControls(this.form, this.directives);
    this.ngSubmit.emit($event);
    return false;
}

/**
 * @description
 * Method called when the `reset` event is triggered on the form.
 */
onReset(): void { this.resetForm(); }

/**
 * @description
 * Resets the form to an initial value and resets its submitted status.
 *
 * @param value The new value for the form.
 */
resetForm(value: any = undefined): void {
    this.form.reset(value);
    (this as{submitted: boolean}).submitted = false;
}

/** @internal */
_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});
}

private _updateRegistrations() {
    this.form._registerOnCollectionChange(() => this._updateDomValue());
    if (this._oldForm) this._oldForm._registerOnCollectionChange(() => {});
    this._oldForm = this.form;
}

private _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 !]);
}

private _checkFormPresent() {
    if (!this.form) {
        ReactiveErrors.missingFormException();
    }
}
```
FormGroup', and provides methods to retrieve the nested 'FormGroup' and individual controls.

`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\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 */
@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\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 */
  // 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;
  }

  /**
   * 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.\n */
  ngOnInit(): void {
    this._checkParentType();
    this.formDirective !.addFormArray(this);
    }

  /**
   * A lifecycle method called before the directive's instance is destroyed. For internal
   * use only.\n */
  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeFormArray(this);
    }

    /**
     * The 'FormArray' bound to this
directive.\n */
  get control(): FormArray { return this.formDirective !.getFormArray(this); }

  /**
   * @description
   * The top-level directive for this group if present, otherwise null.\n */
  get formDirective(): FormGroupDirective|null {
    return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
  }

  /**
   * Each index is the string name of the control on that level.\n */
  get controlPath(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  /**
   * Asynchronous validator function composed of all the synchronous validators registered with this\n * directive.\n */
  get validator(): ValidatorFn|null { return composeValidators(this.validators); }

  /**
   * This directive is designed to be used with a parent 'FormGroupDirective' (selector: '[FormGroup]').\n * It accepts the string name of the nested 'FormArray' you want to link, and\n */
  // forFormArrayGroup
  /**
   * The top-level directive for this group if present, otherwise null.\n */
  get formDirective(): FormGroupDirective|null {
    return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
  }

  /**
   * Returns an array that represents the path from the top-level form to this control.\n */
  get controlPath(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  /**
   * Asynchronous validator function composed of all the synchronous validators registered with this\n * directive.\n */
  get validator(): ValidatorFn|null { return composeValidators(this.validators); }

  /**
   * The top-level directive for this group if present, otherwise null.\n */
  get formDirective(): FormGroupDirective|null {
    return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
  }

  /**
   * Returns an array that represents the path from the top-level form to this control.\n */
  get controlPath(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  /**
   * Provides methods to retrieve the nested 'FormGroup' and individual controls.\n */

  public Api\n  ```
import {Inject, Injectable, NgModule, Optional, Provider, VERSION, WithConfig, WithValueAccessor} from '@angular/core';

import {FactService} from './fact.service';

export interface Fact {
  fact: string;
}

@Injectable()
export class FactProvider {
  facts: Fact[] = [
    {fact: 'Hello from the factory!'},
    {fact: 'This is a random fact.'},
    {fact: 'Some more random facts.'}
  ];

  getFacts() { return this.facts; }
}

@NgModule({
  providers: [FactProvider]
})
export class FactModule {
  constructor(private factService: FactProvider) {
  }
}

// In another module
@NgModule({
  imports: [FactModule]
})
export class AppModule {
  constructor(private factService: FactProvider) {
    this.facts = this.factService.getFacts();
  }
}

// In a component
@Component({
  selector: 'fact-root',
  template: '
    <div>
      <p *ngFor="let fact of facts">{{fact.fact}}</p>
    </div>
  
</fact-root>

// In the CLI
ng serving -o fact-root.html --open

Open Source Used In MSX SD-Access Service Pack 3.9.0  3505
export class FormControlName extends NgControl
  implements OnChanges, OnDestroy {
  private _added = false;

  /**
   * @description
   * Internal reference to
   * the view model value.
   */
  viewModel: any;

  /**
   * @description
   * Tracks the
   * `FormControl` instance bound to the directive.
   */
  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`.
   */
  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(); }

  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_VALUE_ACCESSOR) valueAccessors: ControlValueAccessor[],
      @Optional() @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);
      }
  }

  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeControl(this);
    }
  }

  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent ? this._parent.formDirective : 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) {
      ReactiveErrors.ngModelGroupException();
    }
  }

private _setUpControl(): void {
    if (this._parent instanceof FormGroupName) {
      this._checkParentType();
      this.viewModel = this._parent.formModel.value;
      this.formDirective.updateModel(this,
          this._parent.formModel.value);
    } else if (this._parent instanceof FormArrayName) {
      this.viewModel = this._parent.controls.reduce((a, b) => a + b);
      this.formDirective.updateModel(this,
          this._parent.controls.reduce((a, b) => a + b));
    } else {
      ReactiveErrors.controlParentException();
    }
  }

private isPropertyUpdated(changes: SimpleChanges, property: string): boolean {
    return property in changes;
  }

private _ngModelWarningSentOnce = false;
private _ngModelWarningSent = false;
private _parent: FormGroupName | FormGroupDirective | FormArrayName;
private _parent_instanceof: null |

_setUpControl() {\n    this._checkParentType();\n    (this as{control: FormControl}).control = \n
    this.formDirective.addControl(this);\n    if (this.control.disabled && this.valueAccessor!.setDisabledState) {\n        this.valueAccessor!.setDisabledState !(true);\n    }\n    this._added = true;\n    this._added = true;\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    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this.valueAccessor!.setDisabledState !(true);\n    this.valueAccessor!.setDisabledState !(true);\n    this.valueAccesso;
length validator

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">
```

* @ngModule ReactiveFormsModule
* @ngModule FormsModule
* @publicApi

```typescript
@Directive({
  selector: '[minlength][formControlName],[minlength][formControl],[minlength][ngModel]',
  providers:
    [MIN_LENGTH_VALIDATOR],
  host: ['[attr.minlength]: 'minlength ? minlength : null']
})
export class MinLengthValidator implements Validator, OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator!: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange!: () => void;

  /**
   * Tracks changes to the the minimum length bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('minlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * Method that validates whether the value meets a minimum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors | null {
    return this.minlength == null ? null : this._validator(control);
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  private _createValidator(): void {
    this._validator = Validators.minLength(
        typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
  }
}
```

```typescript
/**
 * @description
 * Provider which adds `MaxLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const MAX_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MaxLengthValidator),
  multi: true
};
```

```typescript
@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;

  /**
   * Tracks changes to the the maximum length bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('maxlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * Method that validates whether the value exceeds the maximum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors | null {
    return this.maxlength == null ? null : this._validator(control);
  }

  /**
   * 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));
  }
}
```

```typescript
/**
 * @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
};
```

```typescript
@Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',
  providers: [PATTERN_VALIDATOR],
  host: ['[attr.pattern]: 'pattern']
})
export class PatternValidator implements Validator, OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator!: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange!: () => void;

  /**
   * Tracks changes to the the pattern bound to this directive.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('pattern' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * Method that validates whether the value matches the pattern attribute.
   */
  validate(control: AbstractControl): ValidationErrors | null {
    return this.pattern == null ? null : this._validator(control);
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  private _createValidator(): void {
    this._validator = Validators.pattern(control.value); // The regex must match the entire control value.
  }
}
```
following example shows how to add a pattern validator to an input attached to an

```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)'}

```typescript
@Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',
  provides: [PATTERN_VALIDATOR],
  @host: `{attr.pattern: '(pattern ? pattern : null)'}
})
export class PatternValidator implements Validator,
  OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;

  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * Tracks changes to the pattern bound to this directive.
   */
  // TODO(issue/24571): remove '!'.
  @Input() pattern !: string | RegExp;

  /**
   * @description
   * A lifecycle method called when the directive's inputs change. For internal use
   * only.
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('pattern' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value matches the pattern.
   */
  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 { this._validator = Validators.pattern(this.pattern); }
}
```

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

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} 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';

export {CheckboxControlValueAccessor} from './directives/checkbox_value_accessor';
export {ControlValueAccessor} from './directives/control_value_accessor';
export {DefaultValueAccessor} from './directives/default_value_accessor';
export {NgControl} from './directives/ng_control';
export {NgControlStatus, NgControlStatusGroup} from './directives/ng_control_status';
export {NgForm} from './directives/ng_form';
export {NgModel} from './directives/ng_model';
export {NgModelGroup} from './directives/ng_model_group';
export {NgNoValidate} from './directives/ng_no_validate_directive';
export {NgSelectOption, SelectControlValueAccessor} from './directives/select_control_value_accessor';
export {NgSelectMultipleOption, SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';
export {CheckboxRequiredValidator, EmailValidator, MaxLengthValidator, MinLengthValidator, PatternValidator, RequiredValidator} from './directives/validators';

```

'./directives/select_control_value_accessor';\nexport {NgSelectMultipleOption,
SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';\n\nexport const
SHARED_FORM_DIRECTIVES: Type<any>[] = [\n NgNoValidate,\n NgSelectOption,\n
NgSelectMultipleOption,\n DefaultValueAccessor,\n NumberValueAccessor,\n RangeValueAccessor,\n
CheckboxControlValueAccessor,\n SelectControlValueAccessor,\n SelectMultipleControlValueAccessor,\n
RadioControlValueAccessor,\n NgControlStatus,\n NgControlStatusGroup,\n RequiredValidator,\n
MinLengthValidator,\n MaxLengthValidator,\n PatternValidator,\n CheckboxRequiredValidator,\n
EmailValidator,\n];\n\nexport const TEMPLATE_DRIVEN_DIRECTIVES: Type<any>[] = [NgModel,
NgModelGroup, NgForm];\n\nexport const REACTIVE_DRIVEN_DIRECTIVES: Type<any>[] =\n
[FormControlDirective, FormGroupDirective, FormControlName, FormGroupName, FormArrayName];\n\n/**\n *
Internal module used for sharing directives between FormsModule and ReactiveFormsModule\n
*/\n@NgModule({\n declarations: SHARED_FORM_DIRECTIVES,\n exports:
SHARED_FORM_DIRECTIVES,\n})\nexport class ÉµInternalFormsSharedModule {\n}\n\nexport
{ÉµInternalFormsSharedModule as InternalFormsSharedModule};\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 {Injectable} from '@angular/core';\n\nimport
{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

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asyncValidator A single async validator or array of async validators

### Initialize a control as disabled

The following example returns a control with an initial value in a disabled state.

```javascript
asyncValidatorFn[AsyncValidatorFn][null]: FormControl {
  return new FormControl(formState, validatorOrOpts, asyncValidator);
}
```

### Constructs a new `FormArray` from the given array of configurations

Each child control is given an index when it is registered.

```javascript
asyncValidatorFn[AsyncValidatorFn][null]: FormArray {
  return new FormArray(controls, validatorOrOpts, asyncValidator);
}
```

---

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---

**@module**

Entry point for all public APIs of the common package.

```javascript
import { ModuleWithProviders, NgModule } from '@angular/core';

@NgModule({
  declarations: [TEMPLATE_DRIVEN_DIRECTIVES],
  providers: [
    RadiosControlRegistry
  ],
  exports: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]
})
export class FormsModule {
  /**
   * Provides options for configuring the reactive forms module.
   * @param opts An object of configuration options
   * * warnOnNgModelWithFormControl - warn when an `ngModel` binding is used with reactive forms
   * * static with Config: (opts: { v6: any })
   * @warnOnNgModelWithFormControl
   * @reactive-forms
   */
  static withConfig(opts: {
    warnOnNgModelWithFormControl: 'never' | 'once' | 'always'
  }): ModuleWithProviders<ReactiveFormsModule> {
    return {
      ngModule: ReactiveFormsModule,
      providers: [InternalFormsSharedModule, TEMPLATE_DRIVEN_DIRECTIVES]
    }
  }
}
```
NG_MODEL_WITH_FORM_CONTROL_WARNING

 */

export * from './model';
export {NG_ASYNC_VALIDATORS, NG_VALIDATORS, Validators} from './validators';
export {VERSION} from './version';

export * from './form_providers';

// This file is not used to build this module. It is only used during editing
// by the TypeScript language service and during build for verification. `ngc`
// replaces this file with production index.ts when it rewrites private symbol
// names.

export * 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

// This file only reexports
// content of the `src` folder. Keep it that way.

export * from './public_api';

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

export *

'./src/directives/default_value_accessor';
export {AbstractControlStatus as ɵangular_packages_forms_forms_g, ngControlStatusHost as ɵangular_packages_forms_forms_h} from './src/directives/ng_control_status';
export {AbstractControlStatus as ɵangular_packages_forms_forms_i} from './src/directives/ng_model';
export {formDirectiveProvider as ɵangular_packages_forms_forms_j} from './src/directives/radio_control_value_accessor';
export {formControlBinding as ɵangular_packages_forms_forms_k} from './src/directives/radio_value_accessor';
export {NUMBER_VALUE_ACCESSOR as ɵangular_packages_forms_forms_l} from './src/directives/number_value_accessor';
export {RADIO_VALUE_ACCESSOR as ɵangular_packages_forms_forms_m, RadioControlRegistry as ɵangular_packages_forms_forms_n} from './src/directives/radio_control_value_accessor';
export {RANGE_VALUE_ACCESSOR as ɵangular_packages_forms_forms_o} from './src/directives/range_value_accessor';
export {formControlBinding as ɵangular_packages_forms_forms_p} from './src/directives/reactive_directives/form_control_directive';
export {formDirectiveProvider as ɵangular_packages_forms_forms_q} from './src/directives/reactive_directives/form_group_directive';
export {formArrayNameProvider as ɵangular_packages_forms_forms_r} from './src/directives/reactive_directives/form_group_name';
export {formDirectiveProvider as ɵangular_packages_forms_forms_s} from './src/directives/reactive_directives/form_group_name';
export {formGroupNameProvider as ɵangular_packages_forms_forms_t} from './src/directives/reactive_directives/form_group_name';
export {formArrayNameProvider as ɵangular_packages_forms_forms_u} from './src/directives/reactive_directives/form_group_name';
export {getDOM, isPromise, isObservable, Examples, looseIdentical, _buildValueString, _extractId, resolvedPromise, formControlBinding, formDirectiveProvider, NgNoValidate, NgSelectMultipleOption, InternalFormsSharedModule, "mapped": [], "names": []};

{getDOM, isPromise, isObservable, Examples, looseIdentical, _buildValueString, _extractId, resolvedPromise, formControlBinding, formDirectiveProvider, NgNoValidate, NgSelectMultipleOption, InternalFormsSharedModule, "mapped": [], "names": []}
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AAA,KAAI,CAAC,cAAc,CAAC,CAAC,CAAC,GAAA,CAAC,CAAC;QACjE,OAAO,IAAI,SAAS,CAAC,QAAQ
,EAAE,eAAe,EAAE,cAAc,CAAC,CAAC;KACjE;;IAGD,qCAAe,GAAf,UAAgB,cAAkC;QAAlD,iBAMC;QALC,
IAAM,QAAQ,GAAqC,EAAE,CAAC;QACtD,MAAM,CAAC,IAAI,CAAC,cAAc,CAAC,CAAC,OAAO,CAAC,U
AAA,WAAW;YAC7C,QAAQ,CAAC,WAAW,CAAC,GAAG,KAAI,CAAC,cAAc,CAAC,cAAc,CAAC,WAAW,C
AAC,CAAC,CAAC;SAC1E,CAAC,CAAC;QACH,OAAO,QAAQ,CAAC;KACjB;;IAGD,oCAAc,GAAd,UAAe,a
AAkB;QAC/B,IAAI,aAAa,YAAY,WAAW,IAAI,aAAa,YAAY,SAAS;YAC1E,aAAa,YAAY,SAAS,EAAE;YACtC
,OAAO,aAAa,CAAC;SAEtB;aAAM,IAAI,KAAK,CAAC,OAAO,CAAC,aAAa,CAAC,EAAE;YACvC,IAAM,KA
AK,GAAG,aAAa,CAAC,CAAC,CAAC,CAAC;YAC/B,IAAM,SAAS,GAAgB,aAAa,CAAC,MAAM,GAAG,CAA
C,GAAG,aAAa,CAAC,CAAC,CAAC,GAAG,IAAI,CAAC;YAClF,IAAM,cAAc,GAAqB,aAAa,CAAC,MAAM,G
AAG,CAAC,GAAG,aAAa,CAAC,CAAC,CAAC,GAAG,IAAI,CAAC;YAC5F,OAAO,IAAI,CAAC,OAAO,CAAC
,KAAK,EAAE,SAAS,EAAE,cAAc,CAAC,CAAC;SAEvD;aAAM;YACL,OAAO,IAAI,CAAC,OAAO,CAAC,aAA
a,CAAC,CAAC;SACpC;KACF;IA1HU,WAAW;QADvB,UAAU,EAAE;OACA,WAAW,CA2HvB;IAAD,kBAAC;
CA3HD;;ACjCA;;;;;;;AAQA,AAQA;;;AAGA,IAAa,OAAO,GAAG,IAAI,OAAO,CAAC,mBAAmB,CAAC;;ACnB
vD;;;;;;;AAcA;;;;;;;;AAaA;IAAA;KACC;IADY,WAAW;QALvB,QAAQ,CAAC;YACR,YAAY,EAAE,0BAA0B;Y
ACxC,SAAS,EAAE,CAAC,oBAAoB,CAAC;YACjC,OAAO,EAAE,CAACC,0BAAyB,EAAE,0BAA0B,CAAC;S
ACjE,CAAC;OACW,WAAW,CACvB;IAAD,kBAAC;CADD,IACC;AAED;;;;;;;;;AAcA;IAAA;KAoBC;4BApBY,
mBAAmB;;;;;;;;;IASvB,8BAAU,GAAjB,UAAkB,IAEjB;QACC,OAAO;YACL,QAAQ,EAAE,qBAAmB;YAC7B,
SAAS,EAAE,CAAC;oBACV,OAAO,EAAE,kCAAkC;oBAC3C,QAAQ,EAAE,IAAI,CAAC,4BAA4B;iBAC5C,C
AAC;SACH,CAAC;KACH;;IAnBU,mBAAmB;QAL/B,QAAQ,CAAC;YACR,YAAY,EAAE,CAAC,0BAA0B,CA
AC;YAC1C,SAAS,EAAE,CAAC,WAAW,EAAE,oBAAoB,CAAC;YAC9C,OAAO,EAAE,CAACA,0BAAyB,EA
AE,0BAA0B,CAAC;SACjE,CAAC;OACW,mBAAmB,CAoB/B;IAAD,0BAAC;CApBD;;AC5CA;;;;;;GAMG;;AC
NH;;;;;;;AAQA,AAOA,0EAA0E;;ACf1E;;;;;;GAMG;;ACNH;;GAEG;;;;"}
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/fesm5/forms.js.map
No license file was found, but licenses were detected in source scan.
{"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","setP
rototypeOf","__proto__","Array","p","hasOwnProperty","__extends","__","constructor","prototype","create","__ass
ign","assign","t","s","i","n","arguments","length","call","apply","__decorate","decorators","target","key","desc","c",
"r","getOwnPropertyDescriptor","Reflect","decorate","defineProperty","__param","paramIndex","decorator","__me
tadata","metadataKey","metadataValue","metadata","__values","o","m","Symbol","iterator","next","value","done","
__read","e","ar","push","error","NG_VALUE_ACCESSOR","InjectionToken","CHECKBOX_VALUE_ACCESSO
R","provide","useExisting","forwardRef","CheckboxControlValueAccessor","multi","_renderer","_elementRef","on
Change","_","onTouched","writeValue","setProperty","nativeElement","registerOnChange","fn","registerOnTouche
d","setDisabledState","isDisabled","Directive","selector","host","(change)","(blur)","providers","Renderer2","Elem
entRef","DEFAULT_VALUE_ACCESSOR","DefaultValueAccessor","COMPOSITION_BUFFER_MODE","_co
mpositionMode","_composing","_isAndroid","userAgent","getDOM","getUserAgent","test","toLowerCase","_hand
leInput","_compositionStart","_compositionEnd","(input)","(compositionstart)","(compositionend)","Optional","Inj
ect","Boolean","AbstractControlDirective","get","control","enumerable","configurable","valid","invalid","pending",
"disabled","enabled","errors","pristine","dirty","touched","status","untouched","statusChanges","valueChanges","re
set","undefined","hasError","errorCode","path","getError","ControlContainer","_super","unimplemented","Error","
NgControl","_this","_parent","name","valueAccessor","_rawValidators","_rawAsyncValidators","AbstractControlS
tatus","cd","_cd","ngControlStatusHost","[class.ng-untouched]","[class.ng-touched]","[class.ngpristine]","[class.ng-dirty]","[class.ng-valid]","[class.ng-invalid]","[class.ngpending]","NgControlStatus","Self","NgControlStatusGroup","isEmptyInputValue","NG_VALIDATORS","NG_A
SYNC_VALIDATORS","EMAIL_REGEXP","Validators","min","parseFloat","isNaN","actual","max","required","

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```javascript
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"));
        if (Symbol.asyncIterator) = 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; }
        var m = o[Symbol.asyncIterator], i = m ? function (o, v) { return (p = !p) ? { value: v, done: p } : v; } : m;
        function __asyncValues(o) {
            if (!Symbol.asyncIterator) throw new TypeError("Symbol.asyncIterator is not defined.");
            var m = o[Symbol.asyncIterator], i = m.call(o) ? function (o, v) { return (p = !p) ? { value: v, done: p } : v; } : m;
            function verb(n, f) { i[n] = o[n] & function (v) { return new Promise(resolve, reject) { v = o[n](v), settle(resolve, reject, v.done, v.value); } }; }
            function __asyncValues(o) { Promise.resolve(v).then(function (v) { resolve({ value: v, done: d }); }, reject); }
            function __asyncValues(o) { 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(module) {
            if (module && module.__esModule) return module;
            var result = {};
            if (module != null) for (var k in module) if (Object.hasOwnProperty.call(module, k)) result[k] = module[k];
            result.default = module;
            return result;
        }
        function __importDefault(module) {
            return (module && module.__esModule) ? module : {
                default: module
            }
        }
    }
```

```typescript
/**
 * @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
 */

/**
 * @publicApi
 */

var NG_VALUE_ACCESSOR = new core.InjectionToken('NgValueAccessor');

/**
 * @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
 */

CHECKBOX_VALUE_ACCESSOR = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: core.forwardRef(function () { return CheckboxControlValueAccessor; }),
    multi: true,
};

CheckboxControlValueAccessor = __decorate([],
    core.Directive({
        selector: 'input[type=checkbox][formControlName], input[type=checkbox][formControl]',
    }));
```
https://github.com/angular/angular/issues/3011 is implemented
  // selector:
[ngModel],[formControl],[formControlName],
host: {
  (input):
    'any(this)._handleInput(Sevent.target.value)',
    (blur): 'onTouched()','
  (compositionstart): 'any(this)._compositionStart()',
  (compositionend):
    'any(this)._compositionEnd(Sevent.target.value)',
},

providers:
[DEFAULT_VALUE_ACCESSOR],
__param(2, core.Optional()), __param(2,
core.Inject(COMPOSITION_BUFFER_MODE)),
__metadata({"design:paramtypes": [core.Renderer2,
core.ElementRef, Boolean]}),

DefaultValueAccessor

return DefaultValueAccessor;

Object.defineProperty(AbstractControlDirective.prototype, "value", {
  get: function () { return this.control ? this.control.value : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "valueChange", {
  get: function () { return this.control ? this.control.value : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "pending", {
  get: function () { return this.control ? this.control.pending : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "valid", {
  get: function () { return this.control ? this.control.valid : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "invalid", {
  get: function () { return this.control ? this.control.invalid : null;
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "disabled", {
  get: function () { return this.control ? this.control.disabled : null;
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "errors", {
  get: function () { return this.control ? this.control.errors : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "pristine", {
  get: function () { return this.control ? this.control.pristine : null; },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "dirty", {
  get: function () { return this.control ? this.control.dirty : null;
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "enabled", {
  get: function () { return this.control ? this.control.enabled : null;
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "errorsEnabled", {
  get: function () { return this.control ? this.control.errorsEnabled : null;
  },
  enumerable: true,
  configurable: true
});

Object.defineProperty(AbstractControlDirective.prototype, "errorsDisabled", {
  get: function () { return this.control ? this.control.errorsDisabled : 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
Object.defineProperty(AbstractControlDirective.prototype, "touched", {
    get: function () { return this.control ? this.control.touched : null; },
    enumerable: true,
    configurable: true
});
```

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
Object.defineProperty(AbstractControlDirective.prototype, "untouched", {
    get: function () { return this.control ? this.control.untouched : null; },
    enumerable: true,
    configurable: true
});
```

Reports the validation status of the control. Possible values include: `* null is returned."

```javascript
Object.defineProperty(AbstractControlDirective.prototype, "status", {
    get: function () { return this.control ? this.control.status : null; },
    enumerable: true,
    configurable: true
});
```

Reports whether the control with the given path has the error specified.

```javascript
Object.defineProperty(AbstractControlDirective.prototype, "hasError", {
    get: function (errorCode, path) {
        if (this.control)
            this.control.reset(value);
    }
```
AbstractControlDirective.prototype.getError = function (errorCode, path) {\n
return this.control ?
this.control.getError(errorCode, path) : null;\n
};\n
return AbstractControlDirective;\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 /**\n *
@description\n * A base class for directives that contain multiple registered instances of `NgControl`.\n * Only
used by the forms module.\n *\n * @publicApi\n */\n var ControlContainer = /** @class */ (function
(_super) {\n
__extends(ControlContainer, _super);\n
function ControlContainer() {\n
return _super
!== null && _super.apply(this, arguments) || this;\n
}\n
Object.defineProperty(ControlContainer.prototype,
\"formDirective\", {\n
/**\n
* @description\n
* The top-level form directive for the control.\n
*/\n
get: function () { return null; },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(ControlContainer.prototype, \"path\", {\n
/**\n
* @description\n
*
The path to this group.\n
*/\n
get: function () { return null; },\n
enumerable: true,\n
configurable: true\n
});\n
return ControlContainer;\n }(AbstractControlDirective));\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 function
unimplemented() {\n
throw new Error('unimplemented');\n }\n /**\n * @description\n * A base class
that all control `FormControl`-based directives extend. It binds a `FormControl`\n * object to a DOM element.\n
*\n * @publicApi\n */\n var NgControl = /** @class */ (function (_super) {\n
__extends(NgControl,
_super);\n
function NgControl() {\n
var _this = _super !== null && _super.apply(this, arguments) ||
this;\n
/**\n
* @description\n
* The parent form for the control.\n
*\n
*
@internal\n
*/\n
_this._parent = null;\n
/**\n
* @description\n
* The name for
the control\n
*/\n
_this.name = null;\n
/**\n
* @description\n
* The value
accessor for the control\n
*/\n
_this.valueAccessor = null;\n
/**\n
* @description\n
* The uncomposed array of synchronous validators for the control\n
*\n
* @internal\n
*/\n
_this._rawValidators = [];\n
/**\n
* @description\n
* The uncomposed array of async
validators for the control\n
*\n
* @internal\n
*/\n
_this._rawAsyncValidators = [];\n
return _this;\n
}\n
Object.defineProperty(NgControl.prototype, \"validator\", {\n
/**\n
*
@description\n
* The registered synchronous validator function for the control\n
*\n
*
@throws An exception that this method is not implemented\n
*/\n
get: function () { return
unimplemented(); },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(NgControl.prototype, \"asyncValidator\", {\n
/**\n
* @description\n
*
The registered async validator function for the control\n
*\n
* @throws An exception that this
method is not implemented\n
*/\n
get: function () { return unimplemented(); },\n
enumerable:
true,\n
configurable: true\n
});\n
return NgControl;\n }(AbstractControlDirective));\n\n /**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an
MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n var
AbstractControlStatus = /** @class */ (function () {\n
function AbstractControlStatus(cd) {\n
this._cd =
cd;\n
}\n
Object.defineProperty(AbstractControlStatus.prototype, \"ngClassUntouched\", {\n
get:
function () { return this._cd.control ? this._cd.control.untouched : false; },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(AbstractControlStatus.prototype, \"ngClassTouched\", {\n
get: function () { return this._cd.control ? this._cd.control.touched : false; },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(AbstractControlStatus.prototype, \"ngClassPristine\", {\n
get: function () { return this._cd.control ? this._cd.control.pristine : false; },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(AbstractControlStatus.prototype, \"ngClassDirty\", {\n
get: function () { return this._cd.control ? this._cd.control.dirty : false; },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(AbstractControlStatus.prototype, \"ngClassValid\", {\n
get: function () { return this._cd.control ? this._cd.control.valid : false; },\n
enumerable: true,\n
configurable: true\n
});\n
Object.defineProperty(AbstractControlStatus.prototype, \"ngClassInvalid\", {\n

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get: function () { return this._cd.control ? this._cd.control.invalid : false; },
        enumerable: true,
        configurable: true
    });
    Object.defineProperty(AbstractControlStatus.prototype, "ngClassPending", {
        get: function () { return this._cd.control ? this._cd.control.pending : false; },
        enumerable: true,
        configurable: true
    });
    return AbstractControlStatus;
}

var ngControlStatusHost = {
    '\[class.ng-untouched\]': 'ngClassUntouched',
    '\[class.ng-touched\]': 'ngClassTouched',
    '\[class.ng-pristine\]': 'ngClassPristine',
    '\[class.ng-dirty\]': 'ngClassDirty',
    '\[class.ng-valid\]': 'ngClassValid',
    '\[class.ng-invalid\]': 'ngClassInvalid',
    '\[class.ng-pending\]': 'ngClassPending',
};

/**
 * @description
 * Directive automatically applied to Angular form controls that sets CSS classes
 * based on control status.
 *
 * ### 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
 */

var NgControlStatus = /** @class */ (function (_super)
    {__extends(NgControlStatus, _super);
        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);
        return 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
 */

var NgControlStatusGroup = /** @class */ (function (_super)
    {__extends(NgControlStatusGroup, _super);
        function NgControlStatusGroup(cd) {
            return _super.call(this, cd) || this;
        }
        NgControlStatusGroup = __decorate([
            core.Directive({
                selector: '[formGroupName], [formArrayName], [ngModelGroup], [formGroup], form:not([ngNoForm]), [ngForm]',
                host: ngControlStatusHost
            }),
            __param(0, core.Self()),
            __metadata("design:paramtypes", [ControlContainer])
        ], NgControlStatusGroup);
        return NgControlStatusGroup;
    });

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 (`.`).
 * For example `localhost` or `foo.com`, `A label` consists of one or more of the allowed characters (alphanumeric, dashes (`-`)), and periods (`.`).
 * - `A label` cannot begin or end with a dash (`-`) or a period (`.`).
 * - The whole address cannot be longer than 254 characters.
 */

const VALID_EMAIL_ADDRESS_REGEXP = ^\w+([-+\w.]*\w+)@((\w+\.)+\w+((\w+\.)+\w+))$;
ported over from AngularJS (see there for git history):

```typescript
const control = new FormControl('', Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validate that the field value is true

```typescript
const control = new FormControl('false', Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator is commonly

* used for required checkboxes.

* @usageNotes

* ### Validate that the field is non-empty

```typescript
const control = new FormControl('', Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator 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));
```

```typescript
console.log(control.errors); // {max: {max: 15, actual: 16}}
```

Validator requires the control's value to be greater than or equal to the provided number.

```typescript
const control = new FormControl(2, Validators.min(3));
```

```typescript
console.log(control.errors); // {min: {min: 3, actual: 2}}
```

Validator requires that the control's field is non-empty

* The validator exists only as a function and not as a directive.

* @usageNotes

* ### Validate that the field is empty

```typescript
const control = new FormControl('', Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator is used for required checkboxes.

* The validator exists only as a function and not as a directive.

* @usageNotes

* ### Validate that the field is truthy

```typescript
const control = new FormControl(true, Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator is commonly used to disallow `null` or `undefined` values.

* @usageNotes

* ### Validate that the field is falsy

```typescript
const control = new FormControl(false, Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator is used to disallow empty values.

* The validator exists only as a function and not as a directive.

* @usageNotes

* ### Validate against an empty string

```typescript
const control = new FormControl('', Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator is used to disallow empty values.

* The validator exists only as a function and not as a directive.

* @usageNotes

* ### Validate against a falsy value

```typescript
const control = new FormControl(true, Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```

Validator is used to disallow empty values.

* The validator exists only as a function and not as a directive.

* @usageNotes

* ### Validate against a truthy value

```typescript
const control = new FormControl(false, Validators.required);
```

```typescript
console.log(control.errors); // {required: true}
```
* @returns An error map that contains the `required` property set to `true` if the validation check fails, otherwise `null`.

```typescript
Validators.requiredTrue = function (control) { return control.value === true ? null : { 'required': true };
```

- Disallow 'local-part' (the part before the `@` symbol) to begin or end with a period (`.`).
- Disallow 'local-part' to be longer than 64 characters.

```typescript
Validators.email = function (control) { if (isEmptyInputValue(control.value)) {
```

* 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('Angular', Validators.email);
```

* `console.log(control.errors); // {email: true }` 

* @returns An error map with the `email` property if the validation check fails, otherwise `null`.

```typescript
Validators.email = function (control) { if (isEmptyInputValue(control.value)) {
```

* `console.log(control.errors); // {email: true }` 

* Required: 1

```typescript
* FormControl('1', Validators.pattern('[a-zA-Z ]*'));
```

* console.log(control.errors); // {pattern: 1} 

* @description
* Validator that requires the control's value pass an email validation test.

```typescript
* Validators.email = function (control) {
```

* @returns A validator function that returns an error map with the `email` property set to `true` if the validation check fails, otherwise `null`.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the length of the control's value to be greater than or equal to the provided minimum length. This validator is also provided by default if you use the `requiredLength` attribute.

```typescript
Validators.minLength(3));
```

* @returns A validator function that returns an error map with the `email` property set to `true` if the validation check fails, otherwise `null`.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the length of the control's value to be less than or equal to the provided maximum length.

```typescript
Validators.maxLength(5));
```

* @returns A validator function that returns an error map with the `email` property set to `true` if the validation check fails, otherwise `null`.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match an email pattern.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value pass an email validation test.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```

* @description
* Validator that requires the control's value to match a regex pattern. This validator is also provided by default if you use the HTML5 `pattern` attribute.

```typescript
return control.value === true ? null : { 'required': true };
```
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.

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">
```

@ngModule ReactiveFormsModule
@ngModule FormsModule
@publicApi

```ts
function NumberValueAccessor(_renderer, _elementRef) {
            this._renderer = _renderer;
            this._elementRef = _elementRef;
            this.onChange = () => {};
            this.onTouched = () => {};
        }
        NumberValueAccessor.prototype.writeValue = () => {};
        NumberValueAccessor.prototype.registerOnChange = () => {};
        NumberValueAccessor.prototype.registerOnTouched = () => {};
        NumberValueAccessor.prototype.setDisabledState = () => {};
        NumberValueAccessor = __decorate([], NumberValueAccessor);
    }();

RADIO_VALUE_ACCESSOR = {
    provide: NG_VALUE_ACCESSOR,
    useExisting: core.forwardRef(() => RadioControlValueAccessor),
    multi: true
};

RadioControlRegistry = __decorate([], RadioControlRegistry);
```
RadioControlValueAccessor:

```typescript
/**
 * @description
 * The `ControlValueAccessor` for writing radio control values and listening to radio control value changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel` 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.

```
RadioControlRegistry, core.Injector]
        return RadioControlValueAccessor;
    }());

    /**
     * @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 RANGE_VALUE_ACCESSOR = {
        provide:
            NG_VALUE_ACCESSOR,
            useExisting: core.forwardRef(function () { return RangeValueAccessor; }),
            multi: true
    }();

    /**
     * @description
     * The `ControlValueAccessor` for writing a range value and listening to range input changes.
     * The value accessor is used by the `ControlDirective`, `ControlName`, and `NgModel`
     * directives.
     * Using a range input with a reactive form
     * The following example shows how to use a range input with a reactive
     * form.
     *  * const ageControl = new FormControl();
     *  *
     *  * @ngModule ReactiveFormsModule
     */
    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.
             */
            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 == '' ? 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);
        };
    }());

    /**
     * @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 FormErrorExamples = {
        formControlName: "<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: "<div formGroupName=\"person\">\n          <input formControlName=\"firstName\">\n        </div>\n\n        In your class:\n\n        this.person = new FormControl();\n        this.myGroup = new FormGroup({\n          person: this.person\n        });",
        formArrayName: "<div *ngFor=\"let city of cityArray; index as i\">\n          <input [formControlName]=\"i\">\n        </div>\n\n        In your class:\n\n        this.cityArray = new FormArray([new FormControl('SF')]);\n        this.myGroup = new FormGroup({\n          cities: this.cityArray\n        });",
        ngModelGroup: "<form [formGroup]=\"myGroup\">\n          <input [(ngModel)]=\"person.name\">\n        </form>\n\n        In your class:\n\n        this.person = new FormControl();\n        this.myGroup = new FormGroup({\n          name: this.person\n        });
    };

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```typescript
function ReactiveErrors() {
  this.controlParentException = function () {
    throw new Error('formControlName must be used with a parent formGroup directive. You’ll want to add a formGroup Javascript
      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) Example:

          Option 2: Use ngModel instead of formControlName (template-driven 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

          ReactiveErrors.arrayParentException = function () {
            throw new Error('formArrayName must be used with a parent formGroup directive. You’ll want to add a

          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.

          ReactiveErrors.ngModelWarning = function (directiveName) {
            console.warn('It looks like you’re using ngModel on the same form field as `' + directiveName + `.

          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] || 
          },
          function_description* @description
          * The `ControlValueAccessor` for writing select control values and listening to select control
          changes. The value accessor is used by the `FormControlDirective`, `FormControlName`, and

          reactive directives. * @usageNotes
          * `NgModel` directives. * *
```

---

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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 `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>
```

```typescript
compareFn(c1: Country, c2: Country): boolean {
    return c1 && c2 ? c1.id === c2.id : c1 === c2;
}
```

The registered callback function called when a blur event occurs on the input element.

```typescript
onTouched = function () { }
```

**Note:** We listen to the 'change' event because 'input' events aren't fired for selects in Firefox and IE:

https://bugzilla.mozilla.org/show_bug.cgi?id=1024350


@ngModule
ReactiveFormsModule
@ngModule
FormsModule
@publicApi
```
select: (\n    !function _a = _b.return) _a.call(_b);\n  }\n}\n  finally { if (e_1) throw e_1.error; }\n  return\nnull;\n};\n/** @internal *\n  SelectControlValueAccessor.prototype._getOptionValue = function (\n     valueString) {\n    var id = _extractId(valueString);\n    return this._optionMap.has(id) ?\n        this._optionMap.get(id) : valueString;\n};\n  _decorate(\n      core.Input(),\n      _metadata('design:type', 'Value'),\n      core.Renderer2,\n      core.ElementRef\n  );\n  SelectControlValueAccessor = _decorate(\n      core.Directive(\n      core.Renderer2,\n      'host': { '(change)': 'onChange($event.target.value)', '(blur)': 'onTouched()' },\n      providers: [\n          SELECT_VALUE_ACCESSOR\n      ]\n  );\n  return SelectControlValueAccessor;\n}\n/**\n * @description\n * Marks `<option>` as dynamic, so Angular can be notified when options change\n */\nNgSelectOption = /** @class */ (function () {\n  function NgSelectOption(_element, _renderer, _select) {\n    this._element = _element;\n    this._renderer = _renderer;\n    this._select = _select;\n    if (this._select) {\n      this.id = this._select._registerOption();\n    }\n  }\n  Object.defineProperty(NgSelectOption.prototype, 'ngValue', {\n    /**\n     * @description\n     * Tracks the value bound to the option element. Unlike the value binding,\n     * ngValue supports binding to objects.\n     */\n    set: function (value) {\n      this._setElementValue(_buildValueString(this.id, value));\n      this._select.writeValue(this._select.value);\n    },\n    enumerable: true,\n    configurable: true\n  });\n  Object.defineProperty(NgSelectOption.prototype, 'value', {\n    /**\n     * @description\n     * Tracks simple string values bound to the option element.\n     */\n    set: function (value) {\n      this._setElementValue(value);\n      if (this._select == null) return;\n      this._select.writeValue(this._select.value);\n    },\n    enumerable: true,\n    configurable: true\n  });\n  NgSelectOption.prototype._setElementValue = function (value) {\n    this._renderer.setProperty(this._element.nativeElement, 'value', value);
  }\n  NgSelectOption.prototype.ngOnDestroy = function () {\n    if (this._select) {\n      this._select.writeValue(this._select.value);\n      this._select._optionMap.delete(this.id);
    }\n  }\n  _decorate(\n      core.Input('ngValue'),\n      core.Input('value'),\n      core.Renderer2,\n      core.ElementRef\n  );\n  NgSelectOption = _decorate(\n      core.Directive({ selector: 'option' }),\n      core.Renderer2\n  );\n  return NgSelectOption;\n});\n
/**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n * Use of this source code is governed by an\n * MIT-style license that can be
 * found in the LICENSE file at https://angular.io/license
 */\nSELECT_MULTIPLE_VALUE_ACCESSOR = {\n  provide: NG_VALUE_ACCESSOR,\n  useExisting: core.forwardRef(function () { return SelectMultipleControlValueAccessor; }),\n  multi: true
};
<select multiple name="countries" [formControl]="countryControl">
    <option *ngFor="let country of countries" [ngValue]="country.name">
        {{ country.name }}
    </option>
</select>

```ts
const countryControl = new FormControl();
```
try {
    for (var _b = __values(Array.from(this._optionMap.keys())), _c = _b.next(); !_c.done;) {
        var id = _c.value;
        if (this._compareWith(this._optionMap.get(id)._value, value))
            return id;
    }
} catch (e_1) { e_1 = { error: e_1 }; }
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;
}

/** @internal */
SelectMultipleControlValueAccessor.prototype._assignInput = function (id, value) {
    this._optionMap.set(id, value);
}

/** @internal */
SelectMultipleControlValueAccessor.prototype._unassignInput = function (id) {
    this._optionMap.delete(id);
}

/** @internal */
SelectMultipleControlValueAccessor.prototype._optionMap = new Map();

/**
 * @description
 * Marks `option` as dynamic, so Angular can be notified when options change.
 * @see `SelectMultipleControlValueAccessor`
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
var NgSelectMultipleOption = /** @class */ (function () {
    function NgSelectMultipleOption(_element, _renderer, _select) {
        this._element = _element;
        this._renderer = _renderer;
        this._select = _select;
        if (this._select) {
            this.id = this._select._registerOption(this);
        }
    }

    Object.defineProperty(NgSelectMultipleOption.prototype, "ngValue", {
        /**
         * @description
         * Tracks the value bound to the option element. Unlike the value binding,
         * ngValue supports binding to objects.
         */
        set: function (value) {
            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", {
        /**
         * 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._select.writeValue(_buildValueString$1(this.id, value));
            } else {
                this._setElementValue(value);
            }
        },
        enumerable: true,
        configurable: true
    });

    /** @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 () {
        this._select = null;
        this._setElementValue(_buildValueString$1(this.id, value));
    }

    __decorate([core.Input('ngValue'), __metadata("design:type", Object), __metadata("design:paramtypes", [Object])], NgSelectMultipleOption.prototype, "ngValue", null);

    __decorate([core.Input('value'), __metadata("design:type", Object), __metadata("design:paramtypes", [Object])], NgSelectMultipleOption.prototype, "value", null);

NgSelectMultipleOption = __decorate([core.Directive({ selector: 'option' }), __param(2, core.Optional()), __param(2, core.Host()), __metadata("design:paramtypes", [Object])], NgSelectMultipleOption);

return NgSelectMultipleOption;
import { ControlPath } from '@angular/forms';

export function controlPath(name, parent) {
    return __spread(parent.path, [name]);
}

export 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);
setUpModelChangeEvent(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(); });
});

setUpFormContainer(control, dir);

function _noControlError(dir) {
    return _throwError(dir, 'There is no FormControl instance attached to form control element with');
}

function _throwError(dir, message) {
    var messageEnd;
    if (dir.path.length > 1) {
        messageEnd = 'path: '" + dir.path.join(' -> ') + "'";
    } else if (dir.path[0]) {
        messageEnd = "name: '" + dir.path + "'";
    } else {
        messageEnd = 'unspecified name attribute';
    }
    throw new Error(message + " " + messageEnd);
}

function composeValidators(validators) {
    return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;
}

function composeAsyncValidators(validators) {
    return validators != null ? Validators.composeAsync(validators.map(normalizeAsyncValidator)) : null;
}

function isPropertyUpdated(changes, viewModel) {
    if (!changes.hasOwnProperty('model'))
        return false;
    var change = changes['model'];
    if (change.isFirstChange())
        return true;
    return !core.looseIdentical(viewModel, change.currentValue);
}

var BUILTIN_ACCESSORS = [
    CheckboxControlValueAccessor,
    RangeValueAccessor,
    NumberValueAccessor,
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;
            }
        });
        return null;
    }
    function isOptionsObj(validatorOrOpts) {
        return !Array.isArray(validatorOrOpts) && validatorOrOpts != null;
    }
AbstractControl(validator, asyncValidator) {
    this.validator = validator;
    this.asyncValidator = asyncValidator;
    /* @internal */
    this._onCollectionChange = function () { };

    this.status = 'DISABLED';
    /**
     * The function that determines the synchronous validity of this control.
     */
    function

    if (typeof validatorOrOpts === 'object') {
        /**
         * This is the base class for `FormControl`, `FormGroup`, and `FormArray`.
         */
        this.validatorOrOpts = validatorOrOpts;
    } else {
        /**
         * It provides some of the shared behavior that all controls and groups of controls have,
         * like running validators, calculating state, 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 [FormControl](/guide/forms-control)
    }

    Object.defineProperty(AbstractControl.prototype, 'status', {
        /**
         * The control has any status other than 'DISABLED', false otherwise.
         */
        get: function () { return this.status !== 'DISABLED'; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'disabled', {
        /**
         * A control is `disabled` when its `status` is 'DISABLED'.
         */
        get: function () { return this.status === 'DISABLED'; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'enabled', {
        /**
         * A control is `enabled` as long as its `status` is not 'DISABLED'.
         * False otherwise.
         */
        get: function () { return this.status !== 'DISABLED'; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'valid', {
        /**
         * The control has passed all of its validation tests, true otherwise.
         */
        get: function () { return this.status === 'VALID'; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'dirty', {
        /**
         * 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, 'invalid', {
        /**
         * A control is `invalid` when its `status` is `INVALID`.
         */
        get: function () { return this.status === 'INVALID'; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'pending', {
        /**
         * A control is `pending` when its `status` is `PENDING`.
         */
        get: function () { return this.status === 'PENDING'; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'pristine', {
        /**
         * A control is `pristine` if the user has not yet changed the value in the UI; compare `dirty`.
         */
        get: function () { return !this.touched; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'untouched', {
        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'touchless', {
        /**
         * A control is `touchless` if the user has not yet changed the value in the UI; compare `dirty`.
         */
        get: function () { return !this.touched; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'after', {
        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'before', {
        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'after', {
        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

    Object.defineProperty(AbstractControl.prototype, 'before', {
        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

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        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

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        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

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        get: function () { return this.touched = false; },
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        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
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         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });

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         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
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        get: function () { return this.touched = false; },
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        configurable: true
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         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
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        get: function () { return this.touched = false; },
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    });

    Object.defineProperty(AbstractControl.prototype, 'before', {
        /**
         * True if the control is marked as `touched` once the user has triggered a `blur` event on it.
         */
        get: function () { return this.touched = false; },
        enumerable: true,
        configurable: true
    });
null

* Sets the async validators that are active on this control. Calling this method 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.

`AbstractControl.prototype.clearAsyncValidators = function (newValidator) {`;

`@see `markAsUntouched()`

* @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, do not change the value.

* `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, do not change the value.

* `markAsDirty()`

* @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.

If the control has any children, also mark children as `untouched` and recalculates the `touched` status of all parent controls.

* @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, do not change the value.

* `markAsUntouched()`

* @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, do not change the value.

* `markAsDirty()`

* @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, do not change the value.

* `markAsUntouched()`

* @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, do not change the value.
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.pristine = true:
* `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.pristine = true:
* `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.pristine = true:
* `onlySelf`: When true, mark only this control. When false or not supplied, marks all direct ancestors. Default is false.
* The path to the 'street' control from the root form would be 'address' -> 'street'.

```javascript
form = new FormGroup({
  address: new FormGroup({ street: new FormControl() })
});
```

* @usageNotes
* For example, for the following `FormGroup`:

```javascript
names that designates how to move from the current control
* to the control that should be queried for
* path.
* 
* @param errorCode The code of the error to check
* @param path A list of control
* `this.form.get(['person', 'name']);`
* -OR-
* *
### 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.
*
### Manually set the errors for a control
*
Retrieves a child control given the control's name or path.
*
@internal
* @param parent Sets the parent of the control
* function (parent) {
  this._parent = parent;
}

** AbstractControl.prototype.setParent =

**
* @param parent Sets the parent of the control
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** AbstractControl.prototype.setParent =

**
* @param parent Sets the parent of the control
* 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.
*
`emitModelToViewChange`: When true or not supplied (the default), each change triggers an
* `onChange`
value when the control value is updated.
* When false, no events are emitted.
* *
both the `statusChanges` and
* `valueChanges`
observables emit events with the latest status and
date when the control value is updated.
* When false, no events are emitted.
* **
`emitEvent`: When true or not supplied (the default),
* updateValueAndValidity} method.
*
* `onlySelf`: When true, each change only affects this
changes.
* The configuration options are passed to the `{link AbstractControl#updateValueAndValidity
Configuration options that determine how the control propagates changes
and emits events when the value
changes.\n * The configuration options are passed to the `{link AbstractControl#updateValueAndValidity
* updateValueAndValidity} method.\n * @param formStateInitializes the control with an initial value,\n * or an object that defines the initial value and
disabled state\n (these are the only two properties that cannot be calculated).\n
### Initializing 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,\nuser interactions and events.\n
### Initializing Form Controls

Initialize a FormControl, with an initial
value,\nconsole.log(control.value); \n// `null`\nconsole.log(control.status); \n// `INVALID`\n
The following example initializes the control using an options object.\n
### Reset the control back to an initial value

You reset to a
specific form state by passing through a standalone\nvalue or a form state object that contains both a value and a
disabled state\n(these are the only two properties that cannot be calculated).\n
### Reset the control back to an initial value and disabled

You reset to a
specific form state by passing through a standalone\nvalue or a form state object that contains both a value and a
disabled state\n(these are the only two properties that cannot be calculated).\n
### Reset the control back to an initial value

You reset to a
specific form state by passing through a standalone\nvalue or a form state object that contains both a value and a
disabled state\n(these are the only two properties that cannot be calculated).\n
### Reset the control back to an initial value

You reset to a
specific form state by passing through a standalone\nvalue or a form state object that contains both a value and a
disabled state\n(these are the only two properties that cannot be calculated).\n
### Reset the control back to an initial value

You reset to a
specific form state by passing through a standalone\nvalue or a form state object that contains both a value and a
disabled state\n(these are the only two properties that cannot be calculated).\n
```ts
const control = new FormControl('Nancy');

console.log(control.value); // 'Nancy'
console.log(control.status); // 'VALID'
```

### Configure the control to update on a blur event

Set the `updateOn` option to
"blur" to update on the blur event.\n
```ts
const control = new FormControl({ value: 'some value' });
updateOn: 'blur'
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```

### Configure the control to update on a submit event

Set the `updateOn` option to `submit` to update on a submit event.\n
```ts
const control = new FormControl({ value: 'Drew' }, { updateOn: 'submit' });
```
**FormGroup**, pass in a collection of child controls as the first argument. The key for each child registers the value and validity state of a group of `FormControl` instances.

* Tracks the value and validity state of a group of `FormControl` instances.
* * `valueChanges`* observables emit events with the latest status and value when the control is reset.
* When false, no events are emitted.
* * `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.
* Configuration options that determine how the control propagates changes and emits events after the value changes.
* * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
* * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges`* observables emit events with the latest status and value when the control is reset.

When false, no events are emitted.

* * `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.

* or an object that defines the initial value and disabled state.

* * `valueChanges`* observables emit events with the latest status and value when the control is reset.
* When false, no events are emitted.

* * `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.

* Configuration options that determine how the control propagates changes and emits events after the value changes.

* * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
* * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges`* observables emit events with the latest status and value when the control is reset.
* Configuration options that determine how the control propagates changes and emits events after the value changes.

* * `onlySelf`: When true, each change only affects this control, and not its parent. Default is false.
* * `emitEvent`: When true or not supplied (the default), both the `statusChanges` and `valueChanges`* observables emit events with the latest status and value when the control is reset.

* or an object that defines the initial value and disabled state.

* * `valueChanges`* observables emit events with the latest status and value when the control is reset.
* When false, no events are emitted.

* * `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.

* or an object that defines the initial value and disabled state.

This function is functionally the same as `{@link FormGroup#setValue setValue} at this level.

* It exists for symmetry with `{@link FormGroup#patchValue patchValue} 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.

* * `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.

* or an object that defines the initial value and disabled state.

* * `valueChanges`* observables emit events with the latest status and value when the control is reset.
name for the control.

```javascript
* @usageNotes
*
* Create a form group with 2 controls
*
```

```javascript
```
there is an enabled control with the given name in the group.
*\n* Reports false for disabled controls. If you'd like to check for existence in the group
* only, use `{ @link AbstractControl#getId get }` instead.
*\n* @param controlName The control name to check for existence in the collection.
*\n* @returns false for disabled controls, true otherwise.
*\n* FormGroup.prototype.contains = function(controlName)
{\n  return this.controls.hasOwnProperty(controlName) &\& this.controls[controlName].enabled;\n};
*/\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*
FormGroup.prototype.setValue = function(value, options) {\n  "\n  var this = this;\n  if (options == null) {\n    this._checkAllValuesPresent(value);\n  }\n  Object.keys(value).forEach(function (controlName) {\n    if (options !== void 0) { options = {}; }\n    var _this = this;\n    _this.controls[controlName].setValue(value[controlName], { onlySelf: true, emitEvent: options.emitEvent });\n  });\n  this.updateValueAndValidity(options);\n};
*/\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*
FormGroup.prototype.patchValue = function(value, options) {\n  var _this = this;\n  if (options === void 0) { options = {}; }\n  _this.controls[value].patchValue(value[value], { onlySelf: true, emitEvent: options.emitEvent });\n  this.updateValueAndValidity(options);\n};
*/\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*
FormGroup.prototype.contains = function(controlName)
{\n  return this.controls.hasOwnProperty(controlName) &\& this.controls[controlName].enabled;\n};
*/\n* Sets the value of the `FormGroup`. It accepts an object that matches the structure of
* the group, with control names as keys.
*\n* @param state object with both a value and a disabled
* status.
*\n* @param value Resets the control with
* value that doesn't exist or if you exclude a value of a control that does exist.
*\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
*\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*
FormGroup.prototype.setValue = function(value, options) {\n  var this = this;\n  if (options == null) {\n    this._checkAllValuesPresent(value);\n  }\n  Object.keys(value).forEach(function (controlName) {\n    if (options !== void 0) { options = {}; }\n    var _this = this;\n    _this.controls[controlName].setValue(value[controlName], { onlySelf: true, emitEvent: options.emitEvent });\n  });\n  this.updateValueAndValidity(options);\n};
*/\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
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FormGroup.prototype.contains = function(controlName)
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*/\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*\n* Value
for the control that matches the structure of the group.
*/\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
*\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*
FormGroup.prototype.contains = function(controlName)
{\n  return this.controls.hasOwnProperty(controlName) &\& this.controls[controlName].enabled;\n};
*/\n* Sets the value of the `FormGroup`. It accepts an object that matches the structure of
* the group, with control names as keys.
*\n* @param state object with both a value and a disabled
* status.
*\n* @param value Resets the control with
* value that doesn't exist or if you exclude a value of a control that does exist.
*\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
*\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*\n* Value
for the control that matches the structure of the group.
*/\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
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* `false`.
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* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*\n* Value
for the control that matches the structure of the group.
*/\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
*\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*\n* Value
for the control that matches the structure of the group.
*/\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
*\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
*\n* Value
for the control that matches the structure of the group.
*/\n* @param value The new value
for the control that matches the structure of the group.
*/\n* @param options Configuration options that determine how the control propagates changes
* and emits events after the value changes.
*\n* The configuration options are passed to the `{ @link AbstractControl#updateValueAndValidity
* updateValueAndValidity } method.
*\n* `onlySelf`: When true, each change only affects this control, and not its parent. Default is
* `false`.
*\n* `emitEvent`: When true or not supplied (the default), both the
* `statusChanges` and
* `valueChanges` observables emit events with the latest status and value when
* the control value is updated.
*\n* `onlySelf`: When false, no events are emitted.
### Set the values for the controls in the form array

```
const arr = new FormArray([new FormControl(), new FormControl()]);
```

If the form array is initialized with controls of the same type, you can use
the `setValue` method.

```
arr.setValue(['Nancy', 'Drew']);
```

You can also set the values of individual controls in the form array:

```
arr._this.at(index).setValue(newValue, { onlySelf: true, emitEvent: false });
```

If you try to set the value of a control that doesn't exist in the form
array, an error will be thrown.

The configuration options are passed to the `updateValueAndValidity`
method.

```
FormArray.prototype.setValue = function (value, options) {
    var _this = this;
    if (options === void 0) { options = {}; }
    this._checkAllValuesPresent(value);

    value.forEach(function (newValue, index) {
        _this._throwIfControlMissing(index);
        if (options === void 0) { options = {}; }
        this._onCollectionChange();
        this.controls.splice(index, 1);
        if (control) {
            this.controls.splice(index, 0, control);
            this.updateValueAndValidity();
        };
    });
    this._onCollectionChange();
    this.updateValueAndValidity();
};
```

The `updateValueAndValidity` method updates the status and value of
all descendants to null or null maps.

If you want to reset a specific form state, you can use the `resetState`
method:

```
FormArray.prototype.resetState = function (state) {
    var _this = this;
    if (state) {
        this._checkStatePresent(state);
        this._resetState(state);
    }
};
```

You can also use the `reset` method to reset all descendants to
the default state:

```
FormArray.prototype.reset = function () {
    var _this = this;
    this._resetState({ pristine: true, untouched: true });
};
```

The `resetState` method updates the status and value of all
descendants to null or null maps.

If 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.

```
FormArray.prototype.resetState = function (state) {
    var _this = this;
    if (state) {
        this._checkStatePresent(state);
        this._resetState(state);
    }
};
```

The `reset` method resets the value in a form array:

```
FormArray.prototype.reset = function () {
    var _this = this;
    this._resetState({ pristine: true, untouched: true });
};
```

---

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Object.defineProperty(NgForm.prototype, "\"control\", {\n    enumerable: true,\n    configurable: true,\n    get: function () { return this.form; }\n});

Object.defineProperty(NgForm.prototype, "\"controls\", {\n    enumerable: true,\n    configurable: true,\n    get: function () { return this.form.controls; }\n});

Object.defineProperty(NgForm.prototype, "\"path\", {\n    enumerable: true,\n    configurable: true,\n    get: function () { return this.form.path; }\n});

NgForm.prototype.$ = function (dir) {
    var this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        container.removeControl(dir.name);
    });
};

NgForm.prototype.updateModel = function (dir, value) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        var group = new FormGroup({});
        setUpFormContainer(group, dir);
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, dir);
    });
};

NgForm.prototype.addFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        var group = new FormGroup({});
        setUpFormContainer(group, dir);
        container.registerControl(dir.name, dir.control);
        setUpControl(dir.control, dir);
    });
};

NgForm.prototype.addControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        var ctrl = _this.form.get(dir.path);
        if (container) {
            container.removeControl(dir.name);
            removeDir(_this._directives, dir);
        }
    });
};

NgForm.prototype.getFormGroup = function (dir) { return this.form.get(dir.path); };

NgForm.prototype.getControl = function (dir) { return this.form.get(dir.path); };

NgForm.prototype.setValue = function (value) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
        }
    });
};

NgForm.prototype.removeFormGroup = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
            removeDir(_this._directives, dir);
        }
    });
};

NgForm.prototype.removeControl = function (dir) {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
            removeDir(_this._directives, dir);
        }
    });
};

NgForm.prototype.updateValueAndValidity = function () {
    var _this = this;
    resolvedPromise.then(function () {
        var container = _this._findContainer(dir.path);
        if (container) {
            container.removeControl(dir.name);
            removeDir(_this._directives, dir);
        }
    });
};

NgForm.prototype.onSubmit = function ($event) {
    var _this = this;
    syncPendingControls(this.form, this._directives);
    this.control.setValue(value);
    this.ngSubmit.emit($event);
    return false;
};

NgForm.prototype.onReset = function () {
    this.resetForm();
    this.ngSubmit.emit($event);
    return false;
};

NgForm.prototype.onReset = function () {
    this.resetForm();
    this.ngSubmit.emit($event);
    return false;
};

NgForm.prototype.onReset = function () {
    this.resetForm();
    this.ngSubmit.emit($event);
    return false;
};

NgForm.prototype.onReset = function () {
    this.resetForm();
    this.ngSubmit.emit($event);
    return false;
};
NgForm.prototype.resetForm = function (value) {
    if (value === void 0) { value = undefined; }
    this.form.reset(value);
    this.submitted = false;
};
NgForm.prototype._setUpdateStrategy = function () {
    if (this.options && this.options.updateOn != null) {
        this.form._updateOn = this.options.updateOn;
    }
};
/** @internal */
NgForm.prototype._findContainer = function (path) {
    path.pop();
    return path.length ? this.form.get(path) : this.form;
};
NgForm.prototype."options", void 0);
NgForm = __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.Self()),
    __param(1, core.Inject(NG_ASYNC_VALIDATORS)),
    __metadata("design:paramtypes", [Array, Array])
],

Object.defineProperty(AbstractFormGroupDirective.prototype, "path", {
    /**
     * 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", {
    /**
     * The synchronous validators registered with this group.
     */
    get: function () {
        return composeValidators(this._validators);
    },
    enumerable: true,
    configurable: true
});
Object.defineProperty(AbstractFormGroupDirective.prototype, "asyncValidator", {
    /**
     * The async validators registered with this group.
     */
    get: function () {
        return composeAsyncValidators(this._asyncValidators);
    },
    enumerable: true,
    configurable: true
});
/** @internal */
AbstractFormGroupDirective.prototype._checkParentType = function () { }

Object.defineProperty(TemplateDrivenErrors.prototype, "validator", {
    /**
     * The 'formControl' bound to this directive.
     */
    get: function () { return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "asyncValidator", {
    /**
     * The 'asyncValidator' bound to this directive.
     */
    get: function () { return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "modelParentException", {
    /**
     * Angular exceptions when the model is not found.
     */
    get: function () {
        return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "modelParentException", {
    /**
     * Angular exceptions when the model is not found.
     */
    get: function () {
        return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "modelParentException", {
    /**
     * Angular exceptions when the model is not found.
     */
    get: function () {
        return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "modelParentException", {
    /**
     * Angular exceptions when the model is not found.
     */
    get: function () {
        return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "modelParentException", {
    /**
     * Angular exceptions when the model is not found.
     */
    get: function () {
        return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
Object.defineProperty(TemplateDrivenErrors.prototype, "modelParentException", {
    /**
     * Angular exceptions when the model is not found.
     */
    get: function () {
        return return controlPath(this.name == null ? this.name : this.name.toString(), this._parent); },
    enumerable: true,
    configurable: true
});
used to register form controls with a parent formGroup directive. Try using\\n
formGroup's partner directive
\\\"formControlName\\\" instead. Example:\\n\\n
\" + FormErrorExamples.formControlName + \"\\n\\n
Or, if
you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:\\n\\n
Example:\\n\\n
\" + FormErrorExamples.ngModelWithFormGroup);\n
};\n
TemplateDrivenErrors.formGroupNameException = function () {\n
throw new Error(\"\\n
ngModel cannot
be used to register form controls with a parent formGroupName or formArrayName directive.\\n\\n
Option 1: Use
formControlName instead of ngModel (reactive strategy):\\n\\n
\" + FormErrorExamples.formGroupName +
\"\\n\\n
Option 2: Update ngModel's parent be ngModelGroup (template-driven strategy):\\n\\n
\" +
FormErrorExamples.ngModelGroup);\n
};\n
TemplateDrivenErrors.missingNameException = function ()
{\n
throw new Error(\"If ngModel is used within a form tag, either the name attribute must be set or the
form\\n
control must be defined as 'standalone' in ngModelOptions.\\n\\n
Example 1: <input
[(ngModel)]=\\\"person.firstName\\\" name=\\\"first\\\">\\n
Example 2: <input
[(ngModel)]=\\\"person.firstName\\\" [ngModelOptions]=\\\"{standalone: true}\\\">\");\n
};\n
TemplateDrivenErrors.modelGroupParentException = function () {\n
throw new Error(\"\\n
ngModelGroup cannot be used with a parent formGroup directive.\\n\\n
Option 1: Use formGroupName instead
of ngModelGroup (reactive strategy):\\n\\n
\" + FormErrorExamples.formGroupName + \"\\n\\n
Option 2:
Use a regular form tag instead of the formGroup directive (template-driven strategy):\\n\\n
\" +
FormErrorExamples.ngModelGroup);\n
};\n
return TemplateDrivenErrors;\n }());\n\n /**\n *
@license\n * Copyright Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an
MIT-style license that can be\n * found in the LICENSE file at https://angular.io/license\n */\n var
modelGroupProvider = {\n
provide: ControlContainer,\n
useExisting: core.forwardRef(function () { return
NgModelGroup; })\n };\n /**\n * @description\n * Creates and binds a `FormGroup` instance to a DOM
element.\n *\n * This directive can only be used as a child of `NgForm` (within `<form>` tags).\n *\n *
Use this directive to validate a sub-group of your form separately from the\n * rest of your form, or if some values
in your domain model make more sense\n * to consume together in a nested object.\n *\n * Provide a name
for the sub-group and it will become the key\n * for the sub-group in the form's full value. If you need direct
access, export the directive into\n * a local template variable using `ngModelGroup` (ex:
`#myGroup=\"ngModelGroup\"`).\n *\n * @usageNotes\n *\n * ### Consuming controls in a grouping\n
*\n * The following example shows you how to combine controls together in a sub-group\n * of the form.\n
*\n * {@example forms/ts/ngModelGroup/ng_model_group_example.ts region='Component'}\n *\n *
@ngModule FormsModule\n * @publicApi\n */\n var NgModelGroup = /** @class */ (function (_super) {\n
__extends(NgModelGroup, _super);\n
function NgModelGroup(parent, validators, asyncValidators) {\n
var _this = _super.call(this) || this;\n
_this._parent = parent;\n
_this._validators = validators;\n
_this._asyncValidators = asyncValidators;\n
return _this;\n
}\n
NgModelGroup_1 =
NgModelGroup;\n
/** @internal */\n
NgModelGroup.prototype._checkParentType = function () {\n
if (!(this._parent instanceof NgModelGroup_1) && !(this._parent instanceof NgForm)) {\n
TemplateDrivenErrors.modelGroupParentException();\n
}\n
};\n
var NgModelGroup_1;\n
__decorate([\n
core.Input('ngModelGroup'),\n
__metadata(\"design:type\", String)\n
],
NgModelGroup.prototype, \"name\", void 0);\n
NgModelGroup = NgModelGroup_1 = __decorate([\n
core.Directive({ selector: '[ngModelGroup]', providers: [modelGroupProvider], exportAs: 'ngModelGroup' }),\n
__param(0, core.Host()), __param(0, core.SkipSelf()),\n
__param(1, core.Optional()), __param(1,
core.Self()), __param(1, core.Inject(NG_VALIDATORS)),\n
__param(2, core.Optional()), __param(2,
core.Self()), __param(2, core.Inject(NG_ASYNC_VALIDATORS)),\n
__metadata(\"design:paramtypes\",
[ControlContainer, Array, Array])\n
], NgModelGroup);\n
return NgModelGroup;\n
}(AbstractFormGroupDirective));\n\n /**\n * @license\n * Copyright Google Inc. All Rights Reserved.\n
*\n * Use of this source code is governed by an MIT-style license that can be\n * found in the LICENSE file at
https://angular.io/license\n */\n var formControlBinding = {\n
provide: NgControl,\n
useExisting:
core.forwardRef(function () { return NgModel; })\n };\n var 0$1 = function () { return Promise.resolve(null);

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```
    /**
     * A `RadioControlValueAccessor`.
     * @see `RadioControlValueAccessor`
     * @see `AbstractControlValueAccessor`
     * @see `SelectControlValueAccessor`
     * @usageNotes
     *
     * ### Using ngModel on a standalone control
     *
     * The following examples show a simple standalone control using `ngModel`:
     * ```
     *
     * ### Setting the ngModel name attribute through options
     *
     * The following example shows controls using `ngModel` within a form:
     * ```
     *
     * ### Using ngModel on a standalone control
     * ```
     *
     * The following example shows how to use a standalone ngModel control:
     * ```
     *
     * When using the `ngModel` within `<form>` tags, you'll also need to supply a `name` attribute so that the control can be registered with the parent form under that name.
     * ```
     *
     * In the context of a parent form, it's often unnecessary to include one-way or two-way binding, as the parent form syncs the value for you. You access its properties by exporting it into a local template variable using `ngForm` such as (`#f="ngForm"`). Use the variable where needed on form submission.
     * ```
     *
     * If you do need to populate initial values into your form, using a one-way binding for `ngModel` tends to be sufficient as long as you use the exported form's value rather than the domain model's value on submit.
     * ```
     *
     * The following example shows controls using `ngModel` within a form:
     * ```
     *
     * The following example shows you how to use a standalone ngModel control within a form. This controls the display of the form, but doesn't contain form data.
     * ```
     *
     * The following example shows you an alternate way to set the name attribute. The name attribute is used within a custom form component, and the name `@Input` property serves a different purpose.
     * ```
     *
     * To inspect the properties of the associated `FormControl` (like validity state), export the directive into a local template variable using `ngModel` as the key (ex: `#myVar="ngModel\"\"`).
     * ```
     *
     * You then access the control using the directive's `control` property, but most properties used (like `valid` and `dirty`) fall through to the control anyway for direct access.
     * ```
     *
     * See a full list of properties directly available in `AbstractControlDirective`.
     * ```
     *
     * @see `RadioControlValueAccessor`
     * @see `SelectControlValueAccessor`
     * @see `UsageNotes`
     * @see `Using ngModel on a standalone control`
     * ```
```
NgModel.prototype.ngOnChanges = function (changes) {
            this._checkForErrors();
            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.
         */
        NgModel.prototype.ngOnDestroy = function () { this.formDirective && this.formDirective.removeControl(this); };
        Object.defineProperty(NgModel.prototype, "path", {
            /**
             * Returns an array that represents the path from the top-level form to this
             * control.
             * Each index is the string name of the control on that level.
             */
            get: function () {
                return this._parent ? controlPath(this.name, this._parent) : [this.name];
            },
            enumerable: true,
            configurable: true
        });
        Object.defineProperty(NgModel.prototype, "formDirective", {
            /**
             * The top-level directive for this control if present, otherwise null.
             */
            get: function () { return this._parent ? this._parent.formDirective : null; },
            enumerable: true,
            configurable: true
        });
        Object.defineProperty(NgModel.prototype, "validator", {
            /**
             * Synchronous validator function composed of all the synchronous validators
             * registered with this directive.
             */
            get: function () { return composeValidators(this._rawValidators);
            },
            enumerable: true,
            configurable: true
        });
        Object.defineProperty(NgModel.prototype, "asyncValidator", {
            /**
             * Async validator function composed of all the
             * async validators registered with this
             * directive.
             */
            get: function () {
                return composeAsyncValidators(this._rawAsyncValidators);
            },
            enumerable: true,
            configurable: true
        });
        /**
         * Sets the new value for the view model and emits an
         * `ngModelChange` event.
         */
        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;
            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 === '' ||
            (disabledValue && disabledValue !== 'false');
            resolvedPromise$1.then(function () {
                if (isDisabled && !_this.control.disabled)
                    _this.control.disable();
                else if
(isDisabled &amp; & _this.control.disabled) {
  _this.control.enable();
}

__decorate([core.Input(),
    __metadata("design:type", String)
  ], NgModel.prototype,
  "name", 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);
NgModel = __decorate([core.Output('ngModelChange'),
    __metadata("design:type", Object)
  ], NgModel.prototype,
  "update", void 0);
NgModel =
__decorate([
    core.Directive({
      selector: '[ngModel]:not([formControlName]):not([formControl])',
      host: { 'novalidate': '' },
    })
], NgNoValidate);
NgModel =
__decorate([core.Directive({
  selector: '[ngNativeValidate]',
  providers: [formControlBinding],
  exportAs: 'ngModel'
})
], NgModel);

/**
 * @license
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 *
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 */
/**
 * @description
 *
 * Adds `novalidate` attribute to all forms by default.
 *
 * `novalidate` is used to disable browser's native form validation.
 *
 * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:
 *
 * ```
 * <form ngNativeValidate></form>
 * ```
 *
 * @publicApi
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 */

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.
 *
 * @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
 *
 * @example
 */

var NG_MODEL_WITH_FORM_CONTROL_WARNING = new
core.InjectionToken('NgModelWithFormControlWarning');

var formControlBinding$1 = {
  provide:
NgControl,
useExisting: core.forwardRef(function () { return FormControlDirective; })
};

/**
 * * 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:
 *
 * * `\input [formControl]=\"[ngModel]\"`\n * `\value\"`\n * `\"\tsn`\n * this.value = `some value`\n * `\"\"`\n *
 * * `\input [formControl]=\"[ngModel]\"`\n * `\value\"`\n * 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.
 *
 * @example forms/ts/simpleFormControl/simple_form_control_example.ts region=Component
 */

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 */

## Principles behind reactive forms, whereas adding a
FormControl/FormGroup layer in
  * the class removes the convenience of defining forms in the template.
  *
  * To update your code before support is removed, you'll want to decide whether to stick
  * with reactive form directives (and get/set values using reactive forms patterns) or
  * switch over to template-driven directives.
  *
  * After (choice 1 - use reactive forms):
  *
  * ```html
  * <input [formControl]="control">
  * ```
  *
  * ```ts
  * this.control.setValue('some value');
  * ```
  *
  * After (choice 2 - use template-driven forms):
  *
  * ```html
  * <input [(ngModel)]="value">
  * ```
  *
  * ```ts
  * this.value = 'some value';
  * ```
  *
  * By default, when you use this pattern, you will see a deprecation warning once in dev
  * mode. You can choose to silence this warning by providing a config
  * 'ReactiveFormsModule' at import time:
  *
  * ```ts
  * imports: [
  *   ReactiveFormsModule
  * ]
  * ```
  *
  * 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
  * var _ngModuleWarningConfig = {warnOnNgModelWithFormControl: 'never'};
  * ```
  *
  * After (choice 1 - use reactive forms):
  *
  * ```html
  * <input [formControl]="control">
  * ```
  *
  * ```ts
  * this.control.setValue('some value');
  * ```
  *
  * After (choice 2 - use template-driven forms):
  *
  * ```html
  * <input [(ngModel)]="value">
  * ```
  *
  * ```ts
  * this.value = 'some value';
  * ```
  *
  * By default, when you use this pattern, you will see a deprecation warning once in dev
  * mode. You can choose to silence this warning by providing a config
  * 'ReactiveFormsModule' at import time:
  *
  * ```ts
  * imports: [
  *   ReactiveFormsModule
  * ]
  * ```
  *
  * 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.
* Sets the new value for the view model and emits an `ngModelChange` event.

```typescript
FormControlDirective.prototype._isControlChanged = function (changes) {
    return changes.hasOwnProperty('form');
}
```

* Static property used to track whether any ngModel warnings have been sent across all instances of FormControlDirective. Used to support warning config of "once".

```typescript
FormControlDirective._ngModelWarningSentOnce = false;
```

* Describes the `FormControl` interface.

```typescript
@description
* Tracks the `FormGroup` bound to this directive.
```

`FormDirective = 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)),
    __metadata("design:paramtypes", [Array,
        Array, Array, Object])
], FormControlDirective);
```

`FormGroupDirective = /** @class */ (function (_super) {
    __extends(FormGroupDirective, _super);
```

```typescript
FormGroupDirective.prototype.ngOnChanges = function (changes) {
    this._checkFormPresent();
    if (changes.hasOwnProperty('form')) {
        this._updateValidators();
        this._updateDomValue();
        this._updateRegistrations();
    }
}
```

* Reports whether the form submission has been triggered.

```typescript
@description
* @param description

```
get: function () { return this; }, enumerable: true, configurable: true

Object.defineProperty(FormGroupDirective.prototype, \"control\", { get: function () { return this.form; }, enumerable: true, configurable: true });

Object.defineProperty(FormGroupDirective.prototype, \"path\", { get: function () { return this; }, enumerable: true, configurable: true });

Object.defineProperty(FormGroupDirective.prototype, \"path\", { get: function () { return this; }, enumerable: true, configurable: true });
/** @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();
            }
        };

        __decorate([core.Input('formGroup'),
            __metadata("design:type", FormGroup)
        ], FormGroupDirective.prototype, "form", void 0);

        __decorate([core.Output(),
            __metadata("design:type", Object)
        ], FormGroupDirective.prototype, "ngSubmit", void 0);

        FormGroupDirective = __decorate([
            core.Directive({
                selector: '[formGroup]',
                providers: [formDirectiveProvider$1],
                host: { '(submit)': 'onSubmit($event)', '(reset)': 'onReset()' },
                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)),
            __metadata("design:paramtypes", [Array, Array])
        ], FormGroupDirective);
        return FormGroupDirective;
    }(ControlContainer));

    /**
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     *
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     * found in the
     * LICENSE file at https://angular.io/license
     */
    var formGroupNameProvider = {
        provide: ControlContainer,
        useExisting: core.forwardRef(function () { return FormGroupName; })
    };

    /**
     * @description
     *
     * Syncs a nested `FormGroup` to a DOM element.
     *
     * This directive can only be
     * used with a parent `FormGroupDirective`.
     *
     * It accepts the string name of the nested `FormGroup` to link,
     * and
     * looks for a `FormGroup` registered with that name in the parent
     * `FormGroup` instance you passed
     * to `FormGroupDirective`.
     *
     * @see
     * [Reactive Forms Guide](guide/reactive-forms)
     *
     * @usageNotes
     *
     * ### Access the group by
     * name
     *
     * The following example uses the [@link AbstractControl#get get] method to access the
     * associated `FormGroup`
     * and accepts the string name of the nested `FormGroup` to link, and
     * looks for a `FormGroup` registered with that name in the parent
     * instance you passed
     * to `FormGroupDirective`.
     *
     * ```ts
     *   this.form.get('name');
     * ```
     *
     * ### Access individual
     * controls in the group
     *
     * The following example uses the [@link AbstractControl#get get] method to access
     * individual controls within the group using dot syntax.
     *
     * ```ts
     *   this.form.get('name.first');
     * ```
     *
     * ### Register a nested `FormGroup`.
     *
     * The following example registers a nested *name* `FormGroup` within an existing
     * `FormGroup`, and
     * provides methods to
     * retrieve the nested `FormGroup` and individual controls.
     *
     * ```ts
     *   var FormGroupName = @example forms/ts/nestedFormGroup/nested_form_group_example.ts region='Component';
     * ```
     */
    var FormGroupName = /** @class */ (function (_super) {
        __extends(FormGroupName, _super);
        function FormGroupName(parent, validators, asyncValidators) {
            var _this = _super.call(this) || this;
            _this._parent = parent;
            _this._validators = validators;
            _this._asyncValidators = asyncValidators;
            return _this;
        }

        /** @internal */
        FormGroupName.prototype._checkParentType = function () {
            if (_hasInvalidParent(this._parent)) {
                ReactiveErrors.groupParentException();
            }
        };

        __decorate([core.Input('formGroupName'),
            __metadata("design:type", Object)
        ], FormGroupName.prototype, "name", void 0);

        FormGroupName = __decorate([
            core.Directive({ selector: '[formGroupName]',
            providers: [formGroupNameProvider],
            providers: [formDirectiveProvider$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)),
            __metadata("design:paramtypes", [Array, Array])
        ], FormGroupName);
        return FormGroupName;
    }(ControlContainer));
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Now deprecated:

```html
<form [formGroup]="form">
  <input formControlName="first" [(ngModel)]="value">
</form>
```
FormControlName.prototype.ngOnChanges = function (changes) {
    if (!this._added) {
        return;
    }
    if (isPropertyUpdated(changes, this.viewModel)) {
        _ngModelWarning('formControlName', FormControlName_1, this, this._ngModelWarningConfig);
        this.viewModel = this.model;
        this.formDirective.updateModel(this, this.model);
    }
}

FormControlName.prototype.ngOnDestroy = function () {
    if (this.formDirective) {
        this.formDirective.removeControl(this);
    }
}

FormControlName.prototype.viewToModelUpdate = function (newValue) {
    this.viewModel = newValue;
    this.update.emit(newValue);
}

Object.defineProperty(FormControlName.prototype, "path", {
    get: function () {
        return controlPath(this.name === null ? this.name : this.name.toString(), this._parent);
    },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormControlName.prototype, "formDirective", {
    get: function () { return this._parent ? this._parent.formDirective : null; },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormControlName.prototype, "validator", {
    get: function () { return composeValidators(this._rawValidators); },
    enumerable: true,
    configurable: true
});

Object.defineProperty(FormControlName.prototype, "asyncValidator", {
    get: function () { return composeAsyncValidators(this._rawAsyncValidators); },
    enumerable: true,
    configurable: true
});

FormControlName.prototype._checkParentType = function () {
    if (!(this._parent instanceof FormGroupName) &&
        this._parent instanceof AbstractFormGroupDirective) {
        ReactiveErrors.ngModelGroupException();
    } else if (!!(this._parent instanceof FormGroupName) &&
        !(this._parent instanceof FormGroupDirectives)) {
        ReactiveErrors.controlParentException();
    } else if (this.control = this.formDirective.addControl(this);)
    this._checkParentType() &&
        this.control.disabled &&
        this.valueAccessor.setDisabledState(true);,

    };

FormControlName.prototype._setUpControl = function () {
    this._checkParentType();
    this.control = this.formDirective.addControl(this);
    if (this.control.disabled &&
        this.valueAccessor.setDisabledState(true);,

    };

FormControlName.prototype.ngOnDestroy = function () {
    if (this.formDirective) {
        this.formDirective.removeControl(this);
    }
}

FormControlName.prototype.viewToModelUpdate = function (newValue) {
    this.viewModel = newValue;
    this.update.emit(newValue);
}
core.Output('ngModelChange'),\n
__metadata(\"design:type\", Object)\n
], FormControlName.prototype,
\"update\", void 0);\n
FormControlName = FormControlName_1 = __decorate([\n
core.Directive({
selector: '[formControlName]', providers: [controlNameBinding] }),\n
__param(0, core.Optional()),
__param(0, core.Host()), __param(0, core.SkipSelf()),\n
__param(1, core.Optional()), __param(1,
core.Self()), __param(1, core.Inject(NG_VALIDATORS)),\n
__param(2, core.Optional()), __param(2,
core.Self()), __param(2, core.Inject(NG_ASYNC_VALIDATORS)),\n
__param(3, core.Optional()),
__param(3, core.Self()), __param(3, core.Inject(NG_VALUE_ACCESSOR)),\n
__param(4, core.Optional()),
__param(4, core.Inject(NG_MODEL_WITH_FORM_CONTROL_WARNING)),\n
__metadata(\"design:paramtypes\", [ControlContainer,\n
Array,\n
Array, Array, Object])\n
],
FormControlName);\n
return FormControlName;\n }(NgControl));\n\n /**\n * @license\n * Copyright
Google Inc. All Rights Reserved.\n *\n * Use of this source code is governed by an MIT-style license that can
be\n * found in the LICENSE file at https://angular.io/license\n */\n /**\n * @description\n * Provider
which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.\n */\n var
REQUIRED_VALIDATOR = {\n
provide: NG_VALIDATORS,\n
useExisting: core.forwardRef(function
() { return RequiredValidator; }),\n
multi: true\n };\n /**\n * @description\n * Provider which adds
`CheckboxRequiredValidator` to the `NG_VALIDATORS` multi-provider list.\n */\n var
CHECKBOX_REQUIRED_VALIDATOR = {\n
provide: NG_VALIDATORS,\n
useExisting:
core.forwardRef(function () { return CheckboxRequiredValidator; }),\n
multi: true\n };\n /**\n *
@description\n * A directive that adds the `required` validator to any controls marked with the\n * `required`
attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.\n *\n * @see [Form
Validation](guide/form-validation)\n *\n * @usageNotes\n *\n * ### Adding a required validator using
template-driven forms\n *\n * ```\n * <input name=\"fullName\" ngModel required>\n * ```\n *\n *
@ngModule FormsModule\n * @ngModule ReactiveFormsModule\n * @publicApi\n */\n var
RequiredValidator = /** @class */ (function () {\n
function RequiredValidator() {\n
}\n
Object.defineProperty(RequiredValidator.prototype, \"required\", {\n
/**\n
* @description\n
*
Tracks changes to the required attribute bound to this directive.\n
*/\n
get: function () { return
this._required; },\n
set: function (value) {\n
this._required = value != null && value !== false &&
\"\" + value !== 'false';\n
if (this._onChange)\n
this._onChange();\n
},\n
enumerable: true,\n
configurable: true\n
});\n
/**\n
* @description\n
* Method that
validates whether the control is empty.\n
* Returns the validation result if enabled, otherwise null.\n
*/\n
RequiredValidator.prototype.validate = function (control) {\n
return this.required ?
Validators.required(control) : null;\n
};\n
/**\n
* @description\n
* Registers a callback function
to call when the validator inputs change.\n
*\n
* @param fn The callback function\n
*/\n
RequiredValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };\n
__decorate([\n
core.Input(),\n
__metadata(\"design:type\", Object),\n
__metadata(\"design:paramtypes\", [Object])\n
], RequiredValidator.prototype, \"required\", null);\n
RequiredValidator = __decorate([\n
core.Directive({\n
selector:
':not([type=checkbox])[required][formControlName],:not([type=checkbox])[required][formControl],:not([type=chec
kbox])[required][ngModel]',\n
providers: [REQUIRED_VALIDATOR],\n
host: { '[attr.required]':
'required ? \"\" : null' }\n
})\n
], RequiredValidator);\n
return RequiredValidator;\n }());\n /**\n
* A Directive that adds the `required` validator to checkbox controls marked with the\n * `required` attribute. The
directive is provided with the `NG_VALIDATORS` multi-provider list.\n *\n * @see [Form
Validation](guide/form-validation)\n *\n * @usageNotes\n *\n * ### Adding a required checkbox
validator using template-driven forms\n *\n * The following example shows how to add a checkbox required
validator to an input attached to an ngModel binding.\n *\n * ```\n * <input type=\"checkbox\"
name=\"active\" ngModel required>\n * ```\n *\n * @publicApi\n * @ngModule FormsModule\n *
@ngModule ReactiveFormsModule\n */\n var CheckboxRequiredValidator = /** @class */ (function (_super)
{\n
__extends(CheckboxRequiredValidator, _super);\n
function CheckboxRequiredValidator() {\n

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return _super != null && _super.apply(this, arguments) || this;
/**
 * Method that validates whether or not the checkbox has been checked.
 * Returns the validation result if enabled, otherwise null.
 */

/*
 * CheckRequiredValidator.prototype.validate = function (control) {
 * return this.required ? Validators.requiredTrue(control) : null;
 */

/* CheckboxRequiredValidator = */

/* core.DIRECTIVE({
 * selector: 
 * 'input[type=checkbox][required][formControlName],input[type=checkbox][required][formControl],input[type=checkbox][required][ngModel]',
 * providers: [CHECKBOX_REQUIRED_VALIDATOR],
 * host: {
 * ['attr.required']: 'required ? "" : null' }
 */

/* } }, CheckboxRequiredValidator),
 */

/* return CheckboxRequiredValidator;
 */

/* (RequiredValidator));
 */

/* */

/* * 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
 */

/* } */

/* Provider which adds `EmailValidator` to the `NG_VALIDATORS` multi-provider list.
 */

/* * @see [Form Validation][guide/form-validation]
 */

/* * @usageNotes
 */

/* * The following example shows how to add an email validator to an input attached to an ngModel binding.
 */

/* * ```
 */

/* * <input name="email" type="email" ngModel email="true">
 */

/* * ```
 */

/* @ngModule FormsModule
 */

/* * @ngModule ReactiveFormsModule
 */

/* * @publicApi
 */

/* EmailValidator = /** @class */ (function () {
 */

/* function EmailValidator() {
 */

/* Object.defineProperty(EmailValidator.prototype, "email", {
 */

/* * @description
 */

/* * Tracks changes to the email attribute bound to this directive.
 */

/* */

/* @description
 */

/* * Method that validates whether an email address is valid.
 */

/* * Returns the validation result if enabled, otherwise null.
 */

/* */

/* EmailValidator.prototype.validate = function (control) {
 */

/* */

/* EmailValidator = __decorate([*/

/* core.Input(),
 */

/* __metadata("design:paramtypes", [Object])
 */

/* ], EmailValidator.prototype, "email", null);
 */

/* EmailValidator = */

/* core.DIRECTIVE({
 */

/* 'email'][formControlName],email][formControl],email][ngModel]',
 * providers:
 * [EMAIL_VALIDATOR]
 */

/* return EmailValidator();
 */

/* */

/* 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
 */

/* } */

/* 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.
 */

/* */

/* MinLengthValidator.prototype.ngOnChanges = function (changes) {
 */

/* if ('minlength' in changes) {
 */

/* this._enabled = value === "" || value === true || value === 'true';
 */

/* */

/* */

/* @description
 */

/* * A lifecycle method called when the directive's inputs change. For internal use only.
 */

/* * 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();
 */

/* */

/* * @description
 */

/* * Method that validates whether the value meets a minimum length
* *
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.
*
* @param fn The callback function
*
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));
}

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.
*
* @param fn The callback function
*
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));
}

PatternValidator.prototype.validate = function (control) {
    return this.pattern == null ? null :
            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);
}

The 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 ]*$">
```
PatternsValidator = /** @class */ (function () {
    function PatternsValidator() {
    }
    /**
     * @description
     * A lifecycle method called when the directive's inputs change. For internal use only.
     * Method that validates whether the value matches the
     * pattern requirement.
     *
     * @param changes A object of key/value pairs for the set of changed inputs.
     */
    PatternsValidator.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 requirement.
     */
    PatternsValidator.prototype.validate = function (control) { return this._validator(control); };
    /**
     * @description
     * Registers a callback function to call when the
     * validator inputs change.
     * Method that validates whether the value matches the
     * the pattern requirement.
     *
     * @param fn The callback function
     */
    PatternsValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };
    PatternsValidator.prototype._createValidator = function () { this._validator = Validators.pattern(this.pattern); };

    __decorate([core.Input(), __metadata("design:type", Object)], PatternsValidator.prototype, "pattern", void 0);
    PatternsValidator = __decorate([core.Directive({
        selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]',
        host: { '[attr.pattern]': 'pattern ? pattern : null' }
    })], PatternsValidator);
    return PatternsValidator;
});

#### module
@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.
     * Method that validates whether the value matches the pattern requirement.
     *
     * @param changes A object of key/value pairs for the set of changed inputs.
     */
    var 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 pattern requirement.
     */
    var PatternValidator.prototype.validate = function (control) { return this._validator(control); };
    /**
     * @description
     * Registers a callback function to call when the validator inputs change.
     */
    var PatternValidator.prototype.registerOnValidatorChange = function (fn) { this._onChange = fn; };
    var 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]',
        host: { '[attr.pattern]': 'pattern ? pattern : null' }
    })], PatternValidator);
    return PatternValidator;
});

#### module
@ngModule ReactiveFormsModule
* @ngModule FormsModule
* @publicApi
*

```

```
FormBuilder.prototype.group = function (controlsConfig, options) {
    var controls = this._reduceControls(controlsConfig);
    var validators = this._reduceValidators(controlsConfig, options);
    var asyncValidators = null;
    var asyncValidator = false;
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    var updateOn = options.updateOn;
    if (updateOn !== undefined) {
        updateOn = options.updateOn;
    }
    if (options !== undefined) {
        updateOn = options.updateOn;
    }
    var thisForm = this;
    var thisArray = Array.isArray(controlsConfig);
    if (thisArray) { controlsConfig = controlsConfig[0]; }
    if (thisArray) { controlsConfig = controlsConfig[1]; }
    if (thisArray) { controlsConfig = controlsConfig[2]; }
    if (thisArray) { controlsConfig = controlsConfig[3]; }
    var controlConfig = controlsConfig[0];
    if (controlConfig instanceof FormArray) {
        return controlConfig;
    }
    if (controlConfig instanceof FormGroup) {
        var _this = this;
        var _controls = this._reduceControls(controlsConfig);
        var _validators = this._reduceValidators(controlsConfig, options);
        return new FormGroup(_controls, _validators);
    }
    var _this = this;
    var _controls = this._reduceControls(controlsConfig);
    var _validators = this._reduceValidators(controlsConfig, options);
    return new FormArray(_controls, _validators);
}

FormBuilder.prototype.group = function (controlsConfig, options) {
    var controls = this._reduceControls(controlsConfig);
    var validators = this._reduceValidators(controlsConfig, options);
    var asyncValidators = null;
    var asyncValidator = false;
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    var updateOn = options.updateOn;
    if (updateOn !== undefined) {
        updateOn = options.updateOn;
    }
    if (options !== undefined) {
        updateOn = options.updateOn;
    }
    var thisForm = this;
    var thisArray = Array.isArray(controlsConfig);
    if (thisArray) { controlsConfig = controlsConfig[0]; }
    if (thisArray) { controlsConfig = controlsConfig[1]; }
    if (thisArray) { controlsConfig = controlsConfig[2]; }
    if (thisArray) { controlsConfig = controlsConfig[3]; }
    var controlConfig = controlsConfig[0];
    if (controlConfig instanceof FormArray) {
        return controlConfig;
    }
    if (controlConfig instanceof FormGroup) {
        var _this = this;
        var _controls = this._reduceControls(controlsConfig);
        var _validators = this._reduceValidators(controlsConfig, options);
        return new FormGroup(_controls, _validators);
    }
    var _this = this;
    var _controls = this._reduceControls(controlsConfig);
    var _validators = this._reduceValidators(controlsConfig, options);
    return new FormArray(_controls, _validators);
}

FormBuilder.prototype.group = function (controlsConfig, options) {
    var controls = this._reduceControls(controlsConfig);
    var validators = this._reduceValidators(controlsConfig, options);
    var asyncValidators = null;
    var asyncValidator = false;
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    var updateOn = options.updateOn;
    if (updateOn !== undefined) {
        updateOn = options.updateOn;
    }
    if (options !== undefined) {
        updateOn = options.updateOn;
    }
    var thisForm = this;
    var thisArray = Array.isArray(controlsConfig);
    if (thisArray) { controlsConfig = controlsConfig[0]; }
    if (thisArray) { controlsConfig = controlsConfig[1]; }
    if (thisArray) { controlsConfig = controlsConfig[2]; }
    if (thisArray) { controlsConfig = controlsConfig[3]; }
    var controlConfig = controlsConfig[0];
    if (controlConfig instanceof FormArray) {
        return controlConfig;
    }
    if (controlConfig instanceof FormGroup) {
        var _this = this;
        var _controls = this._reduceControls(controlsConfig);
        var _validators = this._reduceValidators(controlsConfig, options);
        return new FormGroup(_controls, _validators);
    }
    var _this = this;
    var _controls = this._reduceControls(controlsConfig);
    var _validators = this._reduceValidators(controlsConfig, options);
    return new FormArray(_controls, _validators);
}

FormBuilder.prototype.group = function (controlsConfig, options) {
    var controls = this._reduceControls(controlsConfig);
    var validators = this._reduceValidators(controlsConfig, options);
    var asyncValidators = null;
    var asyncValidator = false;
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    var updateOn = options.updateOn;
    if (updateOn !== undefined) {
        updateOn = options.updateOn;
    }
    if (options !== undefined) {
        updateOn = options.updateOn;
    }
    var thisForm = this;
    var thisArray = Array.isArray(controlsConfig);
    if (thisArray) { controlsConfig = controlsConfig[0]; }
    if (thisArray) { controlsConfig = controlsConfig[1]; }
    if (thisArray) { controlsConfig = controlsConfig[2]; }
    if (thisArray) { controlsConfig = controlsConfig[3]; }
    var controlConfig = controlsConfig[0];
    if (controlConfig instanceof FormArray) {
        return controlConfig;
    }
    if (controlConfig instanceof FormGroup) {
        var _this = this;
        var _controls = this._reduceControls(controlsConfig);
        var _validators = this._reduceValidators(controlsConfig, options);
        return new FormGroup(_controls, _validators);
    }
    var _this = this;
    var _controls = this._reduceControls(controlsConfig);
    var _validators = this._reduceValidators(controlsConfig, options);
    return new FormArray(_controls, _validators);
}

FormBuilder.prototype.group = function (controlsConfig, options) {
    var controls = this._reduceControls(controlsConfig);
    var validators = this._reduceValidators(controlsConfig, options);
    var asyncValidators = null;
    var asyncValidator = false;
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    if (options !== undefined) {
        asyncValidator = options.asyncValidator;
    }
    var updateOn = options.updateOn;
    if (updateOn !== undefined) {
        updateOn = options.updateOn;
    }
    if (options !== undefined) {
        updateOn = options.updateOn;
    }
    var thisForm = this;
    var thisArray = Array.isArray(controlsConfig);
    if (thisArray) { controlsConfig = controlsConfig[0]; }
    if (thisArray) { controlsConfig = controlsConfig[1]; }
    if (thisArray) { controlsConfig = controlsConfig[2]; }
    if (thisArray) { controlsConfig = controlsConfig[3]; }
    var controlConfig = controlsConfig[0];
    if (controlConfig instanceof FormArray) {
        return controlConfig;
    }
    if (controlConfig instanceof FormGroup) {
        var _this = this;
        var _controls = this._reduceControls(controlsConfig);
        var _validators = this._reduceValidators(controlsConfig, options);
        return new FormGroup(_controls, _validators);
    }
    var _this = this;
    var _controls = this._reduceControls(controlsConfig);
    var _validators = this._reduceValidators(controlsConfig, options);
    return new FormArray(_controls, _validators);
}
InternalFormsSharedModule;
    exports.NgNoValidate = NgNoValidate;
    exports.NgSelectMultipleOption = NgSelectMultipleOption;
    exports.angular_packages_forms_forms_a = SHARED_FORM_DIRECTIVES;
    exports.angular_packages_forms_forms_b = TEMPLATE_DRIVEN_DIRECTIVES;
    exports.angular_packages_forms_forms_ba = CHECKBOX_REQUIRED_VALIDATOR;
    exports.angular_packages_forms_forms_bb = EMAIL_VALIDATOR;
    exports.angular_packages_forms_forms_bc = MIN_LENGTH_VALIDATOR;
    exports.angular_packages_forms_forms_bd = MAX_LENGTH_VALIDATOR;
    exports.angular_packages_forms_forms_be = PATTERN_VALIDATOR;
    exports.angular_packages_forms_forms_c = REACTIVE_DRIVEN_DIRECTIVES;
    exports.angular_packages_forms_forms_d = InternalFormsSharedModule;
    exports.angular_packages_forms_forms_e = CHECKBOX_VALUE_ACCESSOR;
    exports.angular_packages_forms_forms_f = DEFAULTVALUE_ACCESSOR;
    exports.angular_packages_forms_forms_g = AbstractControlStatus;
    exports.angular_packages_forms_forms_h = ngControlStatusHost;
    exports.angular_packages_forms_forms_i = formDirectiveProvider;
    exports.angular_packages_forms_forms_j = formControlBinding;
    exports.angular_packages_forms_forms_k = modelGroupProvider;
    exports.angular_packages_forms_forms_l = RADIO_VALUE_ACCESSOR;
    exports.angular_packages_forms_forms_m = NUMBER_VALUE_ACCESSOR;
    exports.angular_packages_forms_forms_n = RadioControlRegistry;
    exports.angular_packages_forms_forms_o = RANGE_VALUE_ACCESSOR;
    exports.angular_packages_forms_forms_p = NG_MODEL_WITH_FORM_CONTROL_WARNING;
    exports.angular_packages_forms_forms_q = formControlBinding$1;
    exports.angular_packages_forms_forms_r = controlNameBinding;
    exports.angular_packages_forms_forms_s = formDirectiveProvider$1;
    exports.angular_packages_forms_forms_t = formGroupNameProvider;
    exports.angular_packages_forms_forms_u = formArrayNameProvider;
    exports.angular_packages_forms_forms_v = SELECT_VALUE_ACCESSOR;
    exports.angular_packages_forms_forms_w = SELECTMULTIPLEVALUE_ACCESSOR;
    exports.angular_packages_forms_forms_x = NgSelectMultipleOption;
    exports.angular_packages_forms_forms_y = NgNoValidate;
    exports.angular_packages_forms_forms_z = REQUIRED_VALIDATOR;

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

    //
    sourceMappingURL = forms.umd.js.map

    Found in path(s):
    * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/bundles/forms.umd.min.js.map
    No license file was found, but licenses were detected in source scan.

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

    Found in path(s):
    * /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/forms.d.ts
    No license file was found, but licenses were detected in source scan.

    {"version":3,"file":"forms.js","sources":[]}
The control status changes to * or from 'DISABLED'. Depending on the status, it enables or disables the *

```typescript
registerOnTouched(fn: any): void;

/**
 * @description
 * Function that is called by the forms API when
 * ```
 * ```
 * ```
 * @param fn The callback function to register
 */

your class should call the registered function to allow
 * the forms API to update itself:
 *
```typescript
host:
```
* the forms API to update itself:
 *
```typescript
* ```

* When implementing the `registerOnTouched` method in your own value accessor,
 * save the given
 function so your class calls it at the appropriate time.

```typescript
writeValue(obj: any): void;

/**
 * @description
 * Registers 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.
 *
 * @param obj
 * @see DefaultValueAccessor
 * @publicApi */

The following example writes a value to the native DOM element.

```typescript
writeValue(value: any): void {

```

* When implementing the `registerOnChange` method in your own value accessor,
 * save the given
 function so your class calls it at the appropriate time.

```typescript
registerOnChange(fn: 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 new value for the element
 */

}]

```

* When implementing the `registerOnChange` method in your own value accessor,
 * save the given
 function so your class calls it at the appropriate time.

```typescript
onBlur:

/**
 * @description
 * Writes a new value to the element.
 *
 * This method is called by
 */

The new value for the element
 */

This example stores the provided function as an internal method.

```typescript
writeValue(obj: any): void {

```

* When implementing the `registerOnChange` method in your own value accessor,
 * save the given
 function so your class calls it at the appropriate time.

```typescript
registerOnChange(fn: 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 new value for the element
 */

This example stores the provided function as an internal method.

```typescript
writeValue(value: any): void {

```

* When implementing the `registerOnChange` method in your own value accessor,
 * save the given
 function so your class calls it at the appropriate time.

```typescript
registerOnChange(fn: 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 new value for the element
 */

This example stores the provided function as an internal method.

```typescript
writeValue(obj: any): void {

```

* When implementing the `registerOnChange` method in your own value accessor,
 * save the given
 function so your class calls it at the appropriate time.

```typescript
registerOnChange(fn: 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 new value for the element
 */

This example stores the provided function as an internal method.

```typescript
writeValue(value: any): void {

```
property to a native DOM element:
```ts
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }
```

```ts
  setDisabledState?(isDisabled: boolean): void;
}

/**
 * @description
 * The default `ControlValueAccessor` for writing a value and listening to changes on a checkbox input.
 * @usageNotes
 * ### Using a checkbox with a reactive form.
 * The following example shows how to use a checkbox with a reactive form.

```ts
  const rememberLoginControl = new FormControl();
```
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```typescript
import {Observable} from 'rxjs';
import {AbstractControl} from '../model';
import {ValidationErrors} from './validators';

/**
 * @description
 * Base class for control directives.
 *
 * This class is only used internally in the `ReactiveFormsModule` and the `FormsModule`.
 *
 * @publicApi
 */
export abstract class 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
   * Returns the value of the control if it is present, otherwise null.
   */
  get value(): any { return this.control ? this.control.value : null;

  /**
   * @description
   * Returns whether the control is valid. A control is considered valid if no validation
   * errors exist with the current value.
   */
  get valid(): boolean|null { return this.control ? this.control.valid : null;

  /**
   * @description
   * Returns whether 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
   * Reports 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.
   */
  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. If the
   * control is not present, null is returned.
   */
  get disabled(): boolean|null { return this.control ? this.control.disabled : null;
```
in the LICENSE file at https://angular.io/license

```typescript
import {AbstractControlDirective} from
'./abstract_control_directive';
import {Form} from './form_interface';

export abstract class ControlContainer extends AbstractControlDirective {
  /**
   * The name for the control
   */
  name!: string | number | null;

  /**
   * The top-level form directive for the control
   */
  formDirective(): Form | null { return null; }

  /**
   * The path to this group
   */
  path(): string[] | null { return null; }

  /**
   * The value accessor for the control
   */
  valueAccessor: ControlValueAccessor | null = null;

  /**
   * The uncomposed array of synchronous validators for the control
   */
  _rawValidators: Array<Validator | ValidatorFn> = [];

  /**
   * The uncomposed array of async validators for the control
   */
  _rawAsyncValidators: Array<AsyncValidator | AsyncValidatorFn> = [];

  /**
   * The registered synchronous validator function for the control
   */
  get validator(): ValidatorFn | null { return <ValidatorFn>unimplemented(); }

  /**
   * The registered async validator function for the control
   */
  get asyncValidator(): AsyncValidatorFn | null { return <AsyncValidatorFn>unimplemented(); }

  /**
   * The callback method to update the model from the view when requested
   */
  viewToModelUpdate(newValue: any): void;
}
```

---

```typescript
export class AbstractControlStatus {
  private _cd: AbstractControlDirective;

  constructor(cd: AbstractControlDirective) {
    this._cd = cd;
  }

  get ngClassUntouched(): boolean { return this._cd.control ? this._cd.control.untouched : 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; }

  get ngClassStatusHost = () => { return this._cd.control; };
}
```

---

```typescript
@Directive({selector: '[formControlName], [ngModel], [formControl]', host: ngControlStatusHost})
export class NgControlStatus extends
```
AbstractControlStatus {\n  constructor(@Self()) cd: NgControl) { super(cd); }\n}\n
/**
 * @description
 * Directive automatically applied to Angular form groups that sets CSS classes\n * based on control status (valid/invalid/dirty/empty)\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi \n *\n * @formGroupName,\n * @formArrayName,\n * @ngModelGroup,\n * @formGroup,\n * form:not([ngNoForm]),\n * [ngForm],\n * host: ngControlStatusHost\n * @nexport class NgControlStatusGroup extends AbstractControlStatus {\n *\n *\n * @constructor\n * @Self() cd: ControlContainer { super(cd); }\n *\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule\n * @publicApi \n *\n * isNotEmptyValue(value: any): boolean {\n * \n *   // we don't check for string here so it also works with arrays\n *   return value === null || value.length === 0;\n * }\n *\n * @usageNotes\n *\n * ### Providing a custom validator\n *\n * The following example registers a custom validator\n *\n * ```typescript\n * @Directive({\n *   selector: '[customValidator]',\n *   providers: [{\n *     provide: NG_VALIDATORS, useExisting: CustomValidatorDirective, multi: true\n *   }]\n * })\n * class CustomValidatorDirective implements Validator {\n *   validate(control: AbstractControl): ValidationErrors | null {\n *     return { custom: true };\n *   }\n * }\n * ```\n *\n * This regex was ported over from AngularJS (see there for git history):\n *\n * ```javascript\n * const EMAIL_REGEXP = /^(?=.{1,254}$)(?=.{1,64}@)[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+(?:\.[a-zA-Z0-9!#$%&'*+/=?^_`{|}~-]+)*@[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?(?:\.[a-zA-Z0-9](?:[a-zA-Z0-9-]{0,61}[a-zA-Z0-9])?)*$/;\n *\n * @Validator\n *\n * ```
 */
const EMAIL_REGEXP = /(\w+((-\w+\.)+\w+@)(\w+((-\w+\.)+\w+\.)+\w+)|[\w-]+\.[\w-]+\.[\w-]+)$)/;
```typescript
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)) {
      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 min, 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;
  };
}

/**
 * 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.
 * 
 * @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)) {
      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 max, 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;
  };
}

/**
 * Validator that requires the control have a non-empty value.
 * 
 * @returns An error map with the `required` property if the validation check fails, otherwise `null`. * @see `updateValueAndValidity()` */

static required(control: AbstractControl): ValidationErrors|null {
  return isEmptyInputValue(control.value) ? {'required': true} : null;
}

/**
 * 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) pattern suitable for common usecases. The pattern is based on the definition of a valid email address in the [WHATWG HTML specification](https://html.spec.whatwg.org/multipage/input.html#valid-e-mail-address) with some enhancements to incorporate more RFC rules (such as rules related to domain names and the lengths of different parts of the address).
 * 
 * The differences from the WHATWG version include:
 * - Disallow 'local-part' (the part before the `@` symbol) to begin or end with a period (`.`).
 * - Disallow 'local-part' to be longer than 64 characters.
 * - Disallow the whole address to be longer than 254 characters.
 * 
 * If this pattern does not satisfy your business needs, you can use `Validators.pattern()` to validate the value against a different pattern.
 * 
 * @returns An error map that contains the `required` property set to `true` if the validation check fails, otherwise `null`. * @see `updateValueAndValidity()` */

static email(control: AbstractControl): ValidationErrors|null {
  if (isEmptyInputValue(control.value)) {
    return null;  // don't validate empty values to allow optional controls
  }
  return EMAIL_REGEXP.test(control.value) ? null : {'email': true};
}
```

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use the `pattern` attribute.\n
```html
<input pattern="[a-zA-Z ]*">
```

```typescript
const control = new FormControl('Angular', Validators.pattern('[a-zA-Z ]*'));
```

```typescript
console.log(control.errors); // {pattern: {requiredPattern: '[a-zA-Z ]*', actualPattern: 'Angular'}}
```

### Validate that the field only contains letters or spaces

```html
<input pattern="[a-zA-Z ]*">
```

```typescript
const control = new FormControl('Angular', Validators.pattern('[a-zA-Z ]*'));
```

```typescript
console.log(control.errors); // {pattern: {requiredPattern: '[a-zA-Z ]*', actualPattern: 'Angular'}}
```

### Validate that the field has maximum of 5 characters

```html
<input maxlength="5">
```

```typescript
const control = new FormControl('Angular', Validators.maxLength(5));
```

```typescript
console.log(control.errors); // {maxlength: {requiredLength: 5, actualLength: 5}}
```

### Validate that the field has minimum of 3 characters

```html
<input minlength="3">
```

```typescript
const control = new FormControl('Angular', Validators.minLength(3));
```

```typescript
console.log(control.errors); // {minlength: {requiredLength: 3, actualLength: 3}}
```

### Validate that the field has a number of characters

```html
<input type="number">
```

### Validate that the field is a valid email

```html
<input type="email">
```

### Validate that the field is a valid URL

```html
<input type="url">
```

### Validate that the field is a valid phone number

```html
<input type="tel">
```

```typescript
const control = new FormControl('+1234567890', Validators.pattern('^[+]?\d{1,}\d+\d(?-\d)$'));
```

```typescript
console.log(control.errors); // {pattern: {requiredPattern: '^[+]?\d{1,}\d+\d(?-\d)$', actualPattern: '+1234567890'}}
```
returns an error map with the
* merged error objects of the async validators if the validation check fails,
otherwise `null`.

```typescript
* @see `updateValueAndValidity()`
* @n
* static composeAsync Validators(AsyncValidatorFn|null[]): AsyncValidatorFn
* {
*   fn (!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));
*   }
*   }
* }
* 
* function isPresent(o: any): boolean {
*   return o != null;
* }
* 
* export function toObservable(r: any): Observable<any> {
*   const obs = isPromise(r) ? from(r) : r;
*   if (!(isObservable(obs))) {
*     throw new Error(`Expected validator to return Promise or Observable.`);
*   }
*   return obs;
* }
* 
* function _executeValidators(control: AbstractControl, validators: ValidatorFn[]): any[] {
*   return validators.map(v => v(control));
* }
* 
* function _executeAsyncValidators(control: AbstractControl, validators: AsyncValidatorFn[]): any[] {
*   return validators.map(v => v(control));
* }
* 
* function _mergeErrors(arrayOfErrors: ValidationErrors[]): ValidationErrors|null {
*   let res: {
*     [key: string]: any
*   } = {};
*   arrayOfErrors.forEach((errors: ValidationErrors | null) => {
*     res = errors != null ? {...res !, ...errors} : res !;
*   });
*   return Object.keys(res).length === 0 ? null : res;
* }
* 
* @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 {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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* style license that can be
* 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
* }
* 
* @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': 
*   },
*   providers: [NUMBER_VALUE_ACCESSOR],
*   export class NumberValueAccessor implements ControlValueAccessor {
*     onChange = (_: any) => {};
*     onTouched = () => {};
*     constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}
*   }
* 
*   writeValue(value: number): void {
*     // The value needs to be normalized for IE9, otherwise it is set to 'null' when
*     // not null.
*   }
*   
*   @description
*   * Registers a function called when the control value changes.
*   
*   @param fn The callback
*   
*   @description
*   * Formats a number into a string with the given format.
*   
*   @param format The format to use.
*   
*   @description
*   * Enables the element to be focused when the control has the focus.
*   * @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
*   
*   @description
*   * Renders a number input.
*   
*   @param control The control to render.
function\n  *An registerOnChange(fn: (\_: number|null) => void): void {\n    this.onChange = (value) => {\n      fn(value == null ? 0 : parseFloat(value));\n    }\n  }\n
  registerOnChange(fn: (_: number|null) => void): void {\n    this.onChange = (value) => { fn(value == '' ? null : parseFloat(value)); }\n  }

  registerOnTouched(fn: () => void): void {\n    this.onTouched = fn;\n  }

  setDisabledState(isDisabled: boolean): void {\n    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n  }
}

/**
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 *
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 */

import {Directive, ElementRef, Injectable, Injector, Input, OnDestroy, OnInit, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';
import {NgControl} from './ng_control';

export const RADIO_VALUE_ACCESSOR: any = {
  provide: NG_VALUE_ACCESSOR,
  useExisting: forwardRef(() => RadioControlValueAccessor),
  multi: true
};

/**
 * @description
 * Class used by Angular to track radio buttons. For internal use only.
 */
@Injectable()
export class RadioControlRegistry {
  private _accessors: any[] = [];

  /**
   * @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[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.
 *
 * ### 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]
  '}\n  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 = () => {};

  /**
   * @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
   * Lifecycle method called when the directive is initialized. For internal use only.
   */
  ngOnInit(): void {
    this._control = this.injector.get(NgControl);
    this._checkName();
    this._register(this._control, this);
  }

  /**
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {
    // TODO(issue/24571): remove '!'.
    this._control = null;
  }

  constructor(private renderer: Renderer2, private elementRef: ElementRef, private registry: RadioControlRegistry, private injector: Injector) {\n    this._renderer = renderer;
    this._elementRef = elementRef;
    this._registry = registry;
    this._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._register(this._control, this);
  }

  /**
   * Lifecycle method called before the directive's instance is destroyed. For internal use only.
   */
  ngOnDestroy(): void {
  }

  registerOnTouched(fn: any): void {\n    this.onTouched = fn;\n  }

  registerOnChange(fn: any): void {\n    this.onChange = fn;\n  }

  setDisabledState(isDisabled: boolean): void {\n    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n  }
}
firstName: new FormControl('')

```typescript
this.myGroup = new FormGroup(
  { 
    firstName: new FormControl()
  });
```

In your class:
```typescript
<formGroup name="myGroup">
  <input formControlName="firstName" />
</formGroup>
```

In your class:
```typescript
this.myGroup = new FormGroup(
  { 
    firstName: new FormControl()
  });
```

In your class:
```typescript
this.myGroup = new FormGroup(
  { 
    firstName: new FormControl()
  });
```

```typescript
ngModel = new FormControl('SF');
```

```typescript
this.cityArray = new FormArray([new FormControl('SF')]);
```

```typescript
this.myGroup = new FormGroup({
  cities: this.cityArray
});
```

```typescript
ngModelGroup = new FormGroup({
  cities: this.cityArray
});
```

```typescript
ngModel = new FormControl('SF');
```

```typescript
this.myGroup = new FormGroup(
  { 
    firstName: new FormControl()
  });
```

In your class:
```typescript
this.myGroup = new FormGroup(
  { 
    firstName: new FormControl()
  });
```

In your class:
```typescript
this.myGroup = new FormGroup(
  { 
    firstName: new FormControl()
  });
```

```
import {FormErrorExamples as Examples} from './error_examples';

export class ReactiveErrors {
  static controlParentException(): void {
    throw new Error(
      `formControlName must be used with a parent formGroup directive. You'll want to add a formGroup
       directive and pass it an existing FormGroup instance (you can create one in your class).

      Example:

      ${Examples.formControlName}
    `);
  }

  static ngModelGroupException(): void {
    throw new Error(
      `formControlName cannot be used with an ngModelGroup parent. It is only compatible with parents
       that also have a "form" prefix: formGroupName, formArrayName, or formGroup.

       Option 1: Update the parent to be formGroupName (reactive form strategy)

        ${Examples.formGroupName}

       Option 2: Use ngModel instead of formControlName (template-driven strategy)

        ${Examples.ngModelGroup}
    `);
  }

  static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.

       Example:

       ${Examples.formGroupName}
    `);
  }

  static groupParentException(): void {
    throw new Error(
      `formGroupName must be used with a parent formGroup directive. You'll want to add a formGroup
       directive and pass it an existing FormGroup instance (you can create one in your class).

      Example:

      ${Examples.formGroupName}
    `);
  }

  static arrayParentException(): void {
    throw new Error(
      `formArrayName must be used with a parent formGroup directive. You'll want to add a formGroup
       directive and pass it an existing FormGroup instance (you can create one in your class).

      Example:

      ${Examples.formArrayName}
    `);
  }

  static disabledAttrWarning(): void {
    console.warn(`
      It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true
      when you set up this control in your component class, the disabled attribute will actually be set in the DOM for you. We recommend
      using this approach to avoid 'changed after checked' errors.

      Example: 
      form = new FormGroup(
        { 
          first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),
          last: new FormControl('Drew', Validators.required)
        });
    `);
  }

  static ngModelWarning(directiveName: string): void {
    console.warn(`
    It looks like you're using ngModel on the same form field as ${directiveName}. Support for using the ngModel input property and ngModelChange event with a reactive form directive has been deprecated in Angular v6 and will be removed in Angular v7. For more information on this, see our API docu

    https://angular.io/api/forms/\$that[directiveName] == '__FormControl\'_? 'FormControlDirective' \n      : 'FormControlName'\#use-with-NGMODEL\n
    `);
  }
}
```

```typescript
import {FormValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

export class SelectValueAccessor implements FormValueAccessor, NG_VALUE_ACCESSOR {
  writeValueChange(value: string): void {
    return this.$value = value;
  }

  ngOnDestroy(): void {
    this.$value = null;
  }

  constructor(private $: any) {
    this.$ = this.$;
  }

  get $value(): string {
    return this.$value;
  }

  set $value(value: string) {
    this.$value = value;
  }
}
```

```typescript
import {FormsModule, ReactiveFormsModule} from '@angular/forms';

@NgModule({
  imports: [
    FormsModule,
    ReactiveFormsModule
  ],
  declarations: [app.component]
})
```

```typescript
@NgModule({
  imports: [
    FormsModule,
    ReactiveFormsModule
  ],
  declarations: [app.component]
})
```
### Using select controls in a reactive form

The following examples show how to use a select control in a reactive form.

```ts
new FormControl(): angular.

```

### Customizing option selection

Angular uses object identity to select options. It's possible for the identities of items to change while the data does not. This can happen, for example, 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:

```ts
const selectedCountriesControl = new FormControl();
```
```typescript
Array.from(this._optionMap.keys())
      if (this._compareWith(this._optionMap.get(id), value)) return id;
    }

  /** @internal */
  _getOptionValue(valueString: string): any {
    const id = _extractId(valueString);
    return this._optionMap.has(id) ? this._optionMap.get(id) : valueString;
  }

  /**
   * Marks `option` as dynamic, so Angular can be notified when options change.
   */
  @Host() private _select: SelectControlValueAccessor;

  constructor(private_element: ElementRef, private_renderer: Renderer2, private__select: SelectControlValueAccessor) {
    if (this._select) this.id = this._select._registerOption();
  }

  /**
   * 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._select.writeValue(this._select.value);
  }

  /**
   * 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);
    }
  }

  /**
   * The current value
   */
  value: any;

  /** @internal */
  _optionMap: Map<string, ɵNgSelectMultipleOption> = new Map<string, ɵNgSelectMultipleOption>();

  /**
   * The registered callback function called
   * when a change event occurs on the input element.
   */
  onChange: (_: any) => {};
```

* The registered callback function called when a blur event occurs on the input element.

```typescript
*\n  onTouched = () => {
    // ... (existing code)
  };

  /**
   * @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) {
    // ... (existing code)
  }

  /**
   * @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;
  }

  /**
   * @description
   * 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;
  }
```

---

**Open Source Used In MSX SD-Access Service Pack 3.9.0**

* 3626
Lifecycle method called before the directive’s instance is destroyed. For internal use only.

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ngOnDestroy(): void {
  if (this._select) {
    this._select.writeValue(this._select.value);
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  if (this._select) {
    this._select.writeValue(this._select.value);
  }
}
```
```typescript
void {
  control.registerOnChange((newValue: any, emitModelEvent: boolean) => {
    // control -> view
    dir.valueAccessor!.writeValue(newValue);
  });
  // control -> ngModel
  control.asyncValidator = Validators.composeAsync([control.asyncValidator, dir.asyncValidator]);

  control.viewToModelUpdate(newValue);
  let event = {event: '$value' + (emitModelEvent ? 'Model' : '')};

  // 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: AbstractControlDirective) {
  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}`);
}

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}`);
}

const BUILTIN_ACCESSORS = [
  CheckboxControlValueAccessor,
  RangeValueAccessor,
  NumberValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
];

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);
}

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 isBuiltInAccessor(valueAccessor: ControlValueAccessor): boolean {
  return BUILTIN_ACCESSORS.some(a => valueAccessor.constructor === a);
}

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(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 ||
    !isDevMode() || warningConfig === 'once') && !type._ngModelWarningSentOnce) ||
    (warningConfig === 'always' &&
      !instance._ngModelWarningSent)) {
    ReactiveErrors.ngModelWarning(name);
    type._ngModelWarningSentOnce = true;
    instance._ngModelWarningSent = true;
  }
}
```

control. Calling this\n * overwrites any existing async validators.\n *
 * When you add or remove a validator at run time, you must call\n * `updateValueAndValidity()` for the new validation to take effect.\n *
 * setAsyncValidators(newValidator: AsyncValidatorFn|AsyncValidatorFn[]|null): void {\n this.asyncValidator =\n coerceToAsyncValidator(newValidator);\n }\n */\n
/**\n * Empties out the async validator list.\n *\n * When you add or remove a validator at run time, you must call\n * `updateValueAndValidity()` for the new validation to take effect.\n *
 * clearAsyncValidators(): void {\n this.asyncValidator = null;\n }\n */

/**\n * Empties out the sync validator list.\n *\n * When you add or remove a validator at run time, you must call\n * `updateValueAndValidity()` for the new validation to take effect.\n *
 * clearValidators(): void { this.validator = null; }\n */

/**\n * Marks the control as `touched`. A control is touched by focus and\n * blur events that do not change the\n * status of all parent controls.\n *
 * @param opts Configuration options that determine how the control emits events after\n * marking is applied.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all\n * direct ancestors. Default is false.\n *
 * markAsTouched(opts: {onlySelf?: boolean} = {}): void {\n (this\n as{touched: boolean}).touched = true;\n }\n */

/**\n * Marks the control and all its descendant controls as\n * `touched`.\n *
 * @param opts Configuration options that determine how the control propagates changes\n * and emits events after\n * marking is applied.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all\n * direct ancestors. Default is false.\n *
 * markAsUntouched(opts: {onlySelf?: boolean} = {}): void {\n (this\n as{touched: boolean}).touched = false;\n }\n */

/**\n * Marks the control as `dirty`. A control becomes dirty\n * when\n * the control's value is changed through the UI; compare `markAsTouched`.\n *
 * @param opts Configuration options that determine how the control propagates changes\n * and emits events after\n * marking is applied.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all\n * direct ancestors. Default is false.\n *
 * markAsDirty(opts: {onlySelf?: boolean} = {}): void {\n (this\n as{pristine: boolean}).pristine = false;\n }\n */

/**\n * Marks the control as `pristine`.\n *
 * If the control has any children, marks all children as\n * `pristine`,\n * and recalculates the `pristine` status of all parent\n *
 * @param opts Configuration options that determine how the control emits events after\n * marking is applied.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all\n * direct ancestors. Default is false.\n *
 * markAsPristine(opts: {onlySelf?: boolean} = {}): void {\n (this\n as{pristine: boolean}).pristine = true;\n }\n */

/**\n * Marks the control as `pending`.\n *
 * A control is\n * pending while the control performs async validation.\n *
 * @param opts Configuration options that determine how the control propagates changes\n * and\n * emits events after\n * marking is applied.\n * * `onlySelf`: When true, mark only this control. When false or not supplied,\n * marks all\n * direct ancestors. Default is false.\n *
 * markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {\n (this\n as{status: string}).status = PENDING;\n if (opts.emitEvent !== false) {\n (this\n statusChanges as
EventEmitter<any>).emit(this.status);
    if (this._parent && opts.onlySelf) {
      this._parent.markAsPending(opts);
    }
    this._setStatus(DISABLED, this as{status: string}).status = DISABLED;
    (this as{errors: ValidationErrors | null}).errors = null;
    this._forEachChild((control: AbstractControl) => { control.disable({...opts, onlySelf: true}); });
    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));
    if (!opts.skipPristineCheck) {
      this._parent._updatePristine();
      this._parent._updateTouched();
    }
  }

  /**
   * 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. By default, if the control has children, all children are enabled.
   * If the control has children, all children are also disabled.
   * @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.
   * * `disable`: `{onlySelf?: boolean, emitEvent?: boolean} = { boolean = {} }; void
   * If parent has been marked artificially dirty we don't want to re-calculate the
   * parent's dirtiness based on the children.
   * const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf); this
   * (this as{status: string}).status = DISABLED;
   * (this as{errors: ValidationErrors | null}).errors = null;
   * this._forEachChild((control: AbstractControl) => { control.disable({...opts, onlySelf: true}); });
   * this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
   * @param parent
   * Sets the parent of the control
   */
  setParent(parent: FormGroup|FormArray): void { this._parent = parent; }

  /**
   * Sets the value of the control. Abstract method (implemented in sub-classes).
   */
  abstract setValue(value: any, options?: Object): void;

  /**
   * Patches the value of the control. Abstract method
   */
  abstract patchValue(value: any, options?: Object): void;

  /**
   * Resets the control. Abstract method (implemented in sub-classes).
   */
  abstract reset(value?: any, options?: Object): void;

  /**
   * Recalculates the value and validation status of the control. By default, it also updates
   * the value and validity of its ancestors.
   * * `disable`: `{onlySelf?: boolean, emitEvent?: boolean} = { boolean = {} }; void
   * If parent has been marked artificially dirty we don't want to re-calculate the
   * parent's dirtiness based on the children.
   * const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf); this
   * (this as{status: string}).status = VALID;
   * this._forEachChild((control: AbstractControl) => { control.enable({...opts, onlySelf: true}); });
   * this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
   * @param parent
   * Sets the parent of the control
   */
  setParent(parent: FormGroup|FormArray): void { this._parent = parent; }

  /**
   * Changes the status of the control, and propagates changes to ancestors. By default, it also calculates
   * the value and validity of its ancestors. The `disable` method
   * * `disable`: `{onlySelf?: boolean, emitEvent?: boolean} = { boolean = {} }; void
   * If parent has been marked artificially dirty we don't want to re-calculate the
   * parent's dirtiness based on the children.
   * const skipPristineCheck = this._parentMarkedDirty(opts.onlySelf); this
   * (this as{status: string}).status = DISABLED;
   * (this as{errors: ValidationErrors | null}).errors = null;
   * this._forEachChild((control: AbstractControl) => { control.disable({...opts, onlySelf: true}); });
   * this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
   * @param parent
   * Sets the parent of the control
   */
  setParent(parent: FormGroup|FormArray): void { this._parent = parent; }
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.updateValidityAndValueAndValidity(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); }

  /**
   * @internal */
  _updateTreeValidity(opts: {emitEvent?: boolean} = {emitEvent: true}) {
    this._forEachChild((ctrl: AbstractControl) => ctrl._updateTreeValidity(opts));
    this.updateValueAndValidity({onlySelf: true, emitEvent: opts.emitEvent});
  }

  private _setInitialStatus() {
    (this as {status: string}).status = this._allControlsDisabled() ? DISABLED : VALID;
  }

  private _runValidator(): ValidationErrors|null {
    return this.validator ? this.validator(this) : null;
  }

  private _runAsyncValidator(emitEvent?: boolean): void {
    if (this.asyncValidator) {
      (this as {status: string}).status = PENDING;
      const obs = toObservable(this.asyncValidator(this));
      this._asyncValidationSubscription = obs.subscribe((errors: ValidationErrors | null) => this.setErrors(errors, {emitEvent}));
    }
  }

  private _cancelExistingSubscription(): void {
    if (this._asyncValidationSubscription) {
      this._asyncValidationSubscription.unsubscribe();
    }
  }

  /**
   * @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 the control with the given path.
   *
   * Example:
   *
   * ```
   * 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. An array of string control names, e.g. `['address', 'street']`
   * 1. A period-delimited list of control names in one string, e.g. `address.street`
   *
   * If no path is given, this method checks the error on the current control.
   *
   * 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. An array of string control names, e.g. `['address', 'street']`
   * 1. A period-delimited list of control names in one string, e.g. `address.street`
   *
   * 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. An array of string control names, e.g. `['address', 'street']`
   * 1. A period-delimited list of control names in one string, e.g. `address.street`
   *
   * If no path is given, this method checks the error on the current control.
   *
   * If the control is not present, null is returned.
   */
  getError(errorCode: string, path?: 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.
   *
   * Example:
   *
   * ```
   * 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. An array of string control names, e.g. `['address', 'street']`
   * 1. A period-delimited list of control names in one string, e.g. `address.street`
   *
   * If no path is given, this method checks the error on the current control.
   *
   * If the control is not present, false is returned.
   */
  hasError(errorCode: string, path?: 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;
  }

  /**
   * Reports whether the control with the given path has the error specified.
   *
   * Example:
   *
   * ```
   * 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. An array of string control names, e.g. `['address', 'street']`
   * 1. A period-delimited list of control names in one string, e.g. `address.street`
   *
   * If no path is given, this method checks the error on the current control.
   *
   * If the control is not present, false is returned.
   */
  get error(errorCode: string, path?: string): Array<string> | {error: ValidationErrors} {
    return this.getError(errorCode, path);
  }

  /**
   * Reports whether the control with the given path has the error specified.
   *
   * Example:
   *
   * ```
   * 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. An array of string control names, e.g. `['address', 'street']`
   * 1. A period-delimited list of control names in one string, e.g. `address.street`
   *
   * If no path is given, this method checks the error on the current control.
   *
   * If the control is not present, false is returned.
   */
  get paths(errorCode: string, path?: string): any[] {
    return this.getError(errorCode, path).error;
(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();
    string (this
      if (this._allControlsDisabled()) return DISABLED;
    }

  }

  /** @internal */
  abstract _updateValue(): void;

  /** @internal */
  abstract _forEachChild(cb: Function): void;

  /** @internal */
  abstract _anyControls(condition: Function): boolean;

  /** @internal */
  abstract _allControlsDisabled(): boolean;

  /** @internal */
  abstract _syncPendingControls(): boolean;

  /** @internal */
  _anyControlsHaveStatus(status: string): boolean {
    return this._anyControls((control: AbstractControl) => control.status === status);
  }

  /** @internal */
  _anyControlsDirty(): boolean {
    return this._anyControls((control: AbstractControl) => control.dirty);
  }

  /** @internal */
  _anyControlsTouched(): boolean {
    return this._anyControls((control: AbstractControl) => control.touched);
  }

  /** @internal */
  _updatePristine(opts: {onlySelf?: boolean} = {}): void {
    (this
      if (this._parent && !opts.onlySelf) {
        this._parent._updatePristine(opts);
      }
    }

  }

  /** @internal */
  _updateTouched(opts: {onlySelf?: boolean} = {}): void {
    (this
      if (this._parent && !opts.onlySelf) {
        this._parent._updateTouched(opts);
      }
    }

  }

  /** @internal */
  _onDisabledChange: Function[] = [];

  /** @internal */
  _isBoxedValue(formState: any): boolean {
    return typeof formState === 'object' && formState !== null && Object.keys(formState).length === 2 && 'value' in formState && 'disabled' in formState;
  }

  /** @internal */
  _registerOnCollectionChange(fn: () => void): void {
    this._onCollectionChange = fn;
  }

  /** @internal */
  _setUpdateStrategy(opts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null): void {
    if (isOptionsObj(opts) && (opts as
      if (this._parent && this._parent.dirty) {
        this._parent._onDirtyChanged();
      }
    }

  }

  /**
   * Check to see if parent has been marked artificially dirty.
   *
   * @internal
   */
  private _parentMarkedDirty(onlySelf?: boolean): boolean {
    const parentDirty = this._parent && this._parent.dirty;
    return !onlySelf && parentDirty && !this._parent._anyControlsDirty();
  }
### Reset the control back to an initial value and disabled

```javascript
* 
* ```
* console.log(control.value); // 'Drew'
* ```
* ```
* ### Reset the control back to an initial value and disabled

#### `FormControl` Constructor

```javascript
* ```
* ```
* ```
* ```
* @publicApi
* */
export class FormControl extends AbstractControl {
  /** @internal */
  _onChange: Function[] = [];

  /** @internal */
  _pendingValue: any;

  /** @internal */
  _pendingChange: any;

  /**
  * Creates a new `FormControl` instance.
  *
  * @param formState Initializes the control with an initial value,
  * or an object that defines the initial value and disabled state.
  *
  * @param validatorOrOpts A synchronous validator function,
  * or an array of such functions, or an `AbstractControlOptions` object that contains validation functions
  *
  * @param asyncValidator A single async validator or array of async validator functions
  *
  * @constructor
  *
  * formState: any = null;
  *
  * validatorOrOpts?:
  *
  * ValidatorFn|ValidatorFn[]|AbstractControlOptions|null
  *
  * asy
  *
  * FormControlValidatorFn|AsyncValidatorFn][null] {
  *
  * super()
  *
  * this._applyFormStrategy(validatorOrOpts);
  *
  * this._initObservables();
  *
  * this._updateValueAndValidity({onlySelf: true, emitEvent: false});
  *
  */
```
```typescript
private _registerChangeFns(): void {
  this._onChange = [];
  this._onDisabledChange = [];
  this._onCollectionChange = () => {};
}

/**
 * Register a listener for disabled events.
 * @param fn The method that is called
 * when the disabled status changes.
 */
registerOnDisabledChange(fn: (isDisabled: boolean) => void): void {
  this._onDisabledChange.push(fn);
}

/**
 * @internal
 */
forEachChild(cb: Function): void {
  // Implement logic to iterate over child controls
}

/**
 * @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 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.
 * @param fn 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.
 * @param opts `FormGroup` is one of the three fundamental building blocks used to define forms in Angular.
 * @param validatorOrOpts 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.
 * @param asyncValidator When using validators, you choose to pass in validators and async validators as part of an options object.
 * @param asyncValidator A single async validator or array of async validator functions.
 * @param asyncValidator A single async validator or array of async validator functions.
 * @param validatorOrOpts A synchronous validator function.
 * @param validatorOrOpts A synchronous validator function.
 * @param asyncValidator A single async validator or array of async validator functions.
 * @param validatorOrOpts A synchronous validator function.
 * @param asyncValidator A single async validator or array of async validator functions.
 * @param asyncValidator A single async validator or array of async validator functions.
 */
constructor(
  public controls: { [key: string]: AbstractControl },
  validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null,
  asyncValidator?: AbstractValidatorFn | AbstractValidatorFn[] | null) {
  // Implement logic for creating a FormGroup instance
}
```

---

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this.controls[name].patchValue(value[name], {onlySelf: true, emitEvent: options.emitEvent});

this.updateValueAndValidity(options); // **\*\*\* \n * Resets the `FormGroup`, marks all descendants are marked `pristine` and `untouched`, and
 * the value of all descendants to null. \n * * * You reset to a specific form state by passing in a map of state\n * that matches the structure of your form, with control names as keys. The state\n * is a standalone value or a form state object with both a value and a disabled\n * status. \n * * * @param value

`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] method. \n * * * @usageNotes \n * * * ### Reset the form group values

const form = new FormGroup({'\n * first: new FormControl('first name'), \n * last: new FormControl('last name')});

this.updateValueAndValidity(); // { \n * } \n
const value = { \n * first: 'name', \n * last: 'last name' \n * };

const state = { \n * first: { \n * value: 'name', \n * disabled: true \n * }, \n * last: { \n * value: 'last name' \n * } \n * };

return this._reduceChildren(state, (acc: { [k: string]: AbstractControl }, control, name) => { \n * acc[name] = control \n * });

\n
@internal */
\n\n\n@internal */
\n\n\n@internal */
\n\n\n@internal */
\n\n\n@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}'.`); } }); } // * @usageNotes
* "" " " " " " " " " " new FormArray([new FormControl('Nancy', Validators.minLength(2))]).updateValueAndValidity();

### Set the updateOn property for all controls in a form array
*
* The options object is used to set a default value for each child control's 'updateOn' property. If you set 'updateOn' to 'blur' at the array level, all children controls default to 'blur', unless the child control has explicitly specified a different 'updateOn' value.

```ts
const arr = new FormArray([new FormControl('Nancy'), new FormControl('Drew')], {updateOn: 'blur'});
```
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.
 * This method performs strict checks, and throws an error if you try to set the value of a control that doesn't exist or if you exclude the value of a control.
 * @usageNotes
 * Set the values for the controls in the form array
 * const arr = new FormArray([null, null]);
 * arr.setValue(['Nancy', 'Drew']);
 */
set value(value: any[], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._checkAllValuesPresent(value);
  value.forEach((newValue: any, index: number) => {
    const control = this.at(index);
    if (control) {
      control.setValue(newValue, {onlySelf: true, emitEvent: options.emitEvent});
    }
  });
  this.updateValueAndValidity(options);
}

/**
 * Patches the value of the 'FormArray'. It accepts an array that matches the structure of the control, and does its best to match the values to the correct controls in the group.
 * It accepts both super-sets and sub-sets of the array without throwing an error.
 * @usageNotes
 * Patch the values for controls in a form array
 * @param value Array of latest values for the controls
 * @param options Configure options that determine how the control propagates changes and emits events after the value changes
 * @param options.Configuration options that determine how the control propagates changes and emits events after the value changes
 * @param options onlySelf: When true, each change only affects this control, and not its parent. Default: false.
 * @param options emitEvent: When true or not supplied (the default), both the 'statusChanges' and 'valueChanges' observables emit events with the latest status and value when the control value is updated.
 * When false, no events are emitted.
 * The configuration options are passed to the method
 */
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.
 * 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.
 * @usageNotes
 * Reset the values in a form array
 * @param value Array of values for the controls
 * @param options Configure options that determine how the control propagates changes and emits events after the value changes
 * @param options onlySelf: When true, each change only affects this control, and not its parent. Default: false.
 * @param options emitEvent: When true or not supplied (the default), both the 'statusChanges' and 'valueChanges' observables emit events with the latest status and value when the control value is updated.
 * When false, no events are emitted.
 * The configuration options are passed to the method
 */
reset(value: any = [], options: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
  this._forEachChild((control: AbstractControl, index: number) => {
    const arr = new FormArray([null, new FormControl(), new FormControl()]);
    control.setValue([], {onlySelf: true, emitEvent: options.emitEvent});
    control.patchValue([], {onlySelf: true, emitEvent: options.emitEvent});
    control.reset([], {onlySelf: true, emitEvent: options.emitEvent});
  });
}
```typescript
this._updatePristine(options);
this._updateTouched(options);
this.updateValueAndValidity(options);

/**
 * 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 => control.disabled ? {} : control.value); }

/**
 * Remove all controls in the `FormArray`
 */
remove(): void {
    this.controls.splice(0);
    this.updateValueAndValidity();
}

/**
 * Remove all children recursively.
 */
removeChild(child: AbstractControl): void {
    child.setParent();
    child._registerOnCollectionChange(() => {});
    this.controls.removeChild(child);
}

/**
 * Remove all elements from a FormArray.
 */
removeAll(): void { this.controls.clear(); this.updateValueAndValidity({ onlySelf: true }); }

/**
 * Remove all disabled controls.
 */
removeDisabled(): void { this.controls.removeDisabled(); this.updateValueAndValidity({ onlySelf: true }); }

/**
 * Remove all touched controls.
 */
removeTouched(): void { this.controls.removeTouched(); this.updateValueAndValidity({ onlySelf: true }); }

/**
 * Remove all pristine controls.
 */
removePristine(): void { this.controls.removePristine(); this.updateValueAndValidity({ onlySelf: true }); }

/**
 * Copy the given options to the top-level `FormArray`
 */
…
```
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 `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.

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 `ReactiveFormsModule` is 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>
```
instance.

```typescript
instance.

    removeControl(dir: NgModel): void {
      resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        if (container) {
          container.removeControl(dir.name);
        }
      });
    }

    removeDir(dir: NgModel): void {
      resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        if (container) {
          container.removeControl(dir.name);
        }
      });
    }

    addFormGroup(dir: NgModelGroup): void {
      resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        const group = new FormGroup({});
        setUpFormContainer(group, dir);
        container.registerControl(dir.name, group);
        group.updateValueAndValidity({emitEvent: false});
      });
    }

    addFormGroup(group: FormGroupGroup): void {
      resolvedPromise.then(() => {
        const container = this._findContainer(group.path);
        const group = new FormGroup({});
        setUpFormContainer(group, dir);
        container.registerControl(dir.name, group);
        group.updateValueAndValidity({emitEvent: false});
      });
    }

    removeFormGroup(dir: NgModelGroup): void {
      resolvedPromise.then(() => {
        const container = this._findContainer(dir.path);
        if (container) {
          container.removeControl(dir.name);
        }
      });
    }

    removeFormGroup(group: FormGroupGroup): void {
      resolvedPromise.then(() => {
        const container = this._findContainer(group.path);
        if (container) {
          container.removeControl(dir.name);
        }
      });
    }

    getFormGroup(dir: NgModelGroup): FormGroup {
      return <FormGroup>this.form.get(dir.path);
    }

    getFormGroup(group: FormGroupGroup): FormGroup {
      return <FormGroup>this.form.get(dir.path);
    }

    updateModel(dir: NgControl, value: any): void {
      resolvedPromise.then(() => {
        const ctrl = <FormControl>this.form.get(dir.path);
        ctrl.setValue(value);
      });
    }

    setValue(value: {[key: string]: any}): void {
      this.control.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;
    }

    private _setUpdateStrategy() {
      if (this.options && this.options.updateOn != null) {
        this.form._updateOn = this.options.updateOn;
      }
    }

    /** @internal */
    _findContainer(path: string[]): FormGroup {
      path.pop();
      return path.length ?<FormGroup>this.form.get(path) : this.form;
    }
}
```

---

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import {OnDestroy, OnInit} from '@angular/core';

import {FormGroup} from '../model';

import {ControlContainer} from './control_container';
import {Form} from './form_interface';
import {composeAsyncValidators, composeValidators, controlPath} from './shared';
import {AsyncValidatorFn, ValidatorFn} from './validators';

/**
 * @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[];

  /**
   * The parent control for the group
   * @param dir
   * @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
   * @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
   * @param dir The `NgModelGroup` directive instance.
   */
  getFormGroup(dir: NgModelGroup): FormGroup {
    return <FormGroup>this.form.get(dir.path);
  }

  /**
   * @description
   * Sets the new value for the provided `NgControl` directive.
   * @param dir
   * @param dir The `NgControl` directive instance.
   */
  updateModel(dir: NgControl, value: any): void {
    resolvedPromise.then(() => {
      const ctrl = <FormControl>this.form.get(dir.path);
      ctrl.setValue(value);
    });
  }

  /**
   * @description
   * Sets the value for this `FormGroup`.
   * @param value
   * @param value
   */
  setValue(value: {[key: string]: any}): void {
    this.control.setValue(value);
  }

  /**
   * @description
   * Method called when the "submit" event is triggered on the form.
   * Triggers the 'ngSubmit' emitter to emit the 'submit' event as its payload.
   * @param $event
   * @param $event
   */
  onSubmit($event: Event): boolean {
    (this as{submitted: boolean}).submitted = true;
    syncPendingControls(this.form, this._directives);
    this.ngSubmit.emit($event);
    return false;
  }

  /**
   * @description
   * Method called when the "reset" event is triggered on the form.
   */
  onReset(): void {
    this.resetForm();
  }

  /**
   * @description
   * Resets the form to an initial value and resets its submitted status.
   * @param value
   * @param value
   */
  resetForm(value: any = undefined): void {
    this.form.reset(value);
    (this as{submitted: boolean}).submitted = false;
  }

  private _setUpdateStrategy() {
    if (this.options && this.options.updateOn != null) {
      this.form._updateOn = this.options.updateOn;
    }
  }

  /** @internal */
  _findContainer(path: string[]): FormGroup {
    path.pop();
    return path.length ?<FormGroup>this.form.get(path) : this.form;
  }
}
this.name.toString(), this._parent);\n }\n\n /**\n * @description\n * The top-level directive for this group if
present, otherwise null.\n */\n get formDirective(): Form|null { return this._parent ? this._parent.formDirective :
null; }\n\n /**\n * @description\n * The synchronous validators registered with this group.\n */\n get
validator(): ValidatorFn|null { return composeValidators(this._validators); }\n\n /**\n * @description\n * The
async validators registered with this group.\n */\n get asyncValidator(): AsyncValidatorFn|null {\n return
composeAsyncValidators(this._asyncValidators);\n }\n\n /** @internal */\n _checkParentType(): void
{}\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 {FormErrorExamples as Examples} from './error_examples';\n\nexport class TemplateDrivenErrors {\n
static modelParentException(): void {\n throw new Error(`\n
ngModel cannot be used to register form controls
with a parent formGroup directive. Try using\n
formGroup's partner directive \"formControlName\" instead.
Example:\n\n
${Examples.formControlName}\n\n
Or, if you'd like to avoid registering this form control,
indicate that it's standalone in ngModelOptions:\n\n
Example:\n\n
${Examples.ngModelWithFormGroup}`);\n }\n\n static formGroupNameException(): void {\n throw new
Error(`\n
ngModel cannot be used to register form controls with a parent formGroupName or formArrayName
directive.\n\n
Option 1: Use formControlName instead of ngModel (reactive strategy):\n\n
${Examples.formGroupName}\n\n
Option 2: Update ngModel's parent be ngModelGroup (template-driven
strategy):\n\n
${Examples.ngModelGroup}`);\n }\n\n static missingNameException() {\n throw new Error(\n
`If ngModel is used within a form tag, either the name attribute must be set or the form\n
control must be
defined as 'standalone' in ngModelOptions.\n\n
Example 1: <input [(ngModel)]=\"person.firstName\"
name=\"first\">\n
Example 2: <input [(ngModel)]=\"person.firstName\" [ngModelOptions]=\"{standalone:
true}\">`);\n }\n\n static modelGroupParentException() {\n throw new Error(`\n
ngModelGroup cannot be
used with a parent formGroup directive.\n\n
Option 1: Use formGroupName instead of ngModelGroup (reactive
strategy):\n\n
${Examples.formGroupName}\n\n
Option 2: Use a regular form tag instead of the formGroup
directive (template-driven strategy):\n\n ${Examples.ngModelGroup}`);\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
{NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';\n\nimport
{AbstractFormGroupDirective} from './abstract_form_group_directive';\nimport {ControlContainer} from
'./control_container';\nimport {NgForm} from './ng_form';\nimport {TemplateDrivenErrors} from
'./template_driven_errors';\n\nexport const modelGroupProvider: any = {\n provide: ControlContainer,\n
useExisting: forwardRef(() => NgModelGroup)\n};\n\n/**\n * @description\n * Creates and binds a `FormGroup`
instance to a DOM element.\n *\n * This directive can only be used as a child of `NgForm` (within `<form>` tags).\n
*\n * Use this directive to validate a sub-group of your form separately from the\n * rest of your form, or if some
values in your domain model make more sense\n * to consume together in a nested object.\n *\n * Provide a name
for the sub-group and it will become the key\n * for the sub-group in the form's full value. If you need direct access,
export the directive into\n * a local template variable using `ngModelGroup` (ex:
`#myGroup=\"ngModelGroup\"`).\n *\n * @usageNotes\n *\n * ### Consuming controls in a grouping\n *\n * The
following example shows you how to combine controls together in a sub-group\n * of the form.\n *\n * {@example
forms/ts/ngModelGroup/ng_model_group_example.ts region='Component'}\n *\n * @ngModule FormsModule\n *
@publicApi\n */\n@Directive({selector: '[ngModelGroup]', providers: [modelGroupProvider], exportAs:
'ngModelGroup'})\nexport class NgModelGroup extends AbstractFormGroupDirective implements OnInit,
OnDestroy {\n /**\n * @description\n * Tracks the name of the `NgModelGroup` bound to the directive. The
name corresponds\n * to a key in the parent `NgForm`.\n */\n // TODO(issue/24571): remove '!'.\n
@Input('ngModelGroup') name !: string;\n\n constructor(\n
@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

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this._validators = validators;
    this._asyncValidators = asyncValidators;
  }

  /** @internal */
  _checkParentType(): void {
    if (!(this._parent instanceof NgModelGroup) && !(this._parent instanceof NgForm)) {
      TemplateDrivenErrors.modelGroupParentException();
    }
  }
}

/**
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 */

import {Directive, EventEmitter, Host, Inject, Input, OnChanges, OnDestroy, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';
import {FormControl, FormHooks} from '../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS} from '../validators';
import {AbstractFormGroupDirective} from './abstract_form_group_directive';
import {ControlContainer} from './control_container';
import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';
import {NgControl} from './ng_control';
import {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. Use the `NgControl` selector to activate it.
 *
 * It accepts a domain model as an optional `Input`. If you have a one-way binding to the domain model in your class, changing the value of the domain model in the component sets the value in the view. If you have a two-way binding (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 the `@Input` decorator.
 *
 * @see `RadioControlValueAccessor`
 * @see `SelectControlValueAccessor`
 *
 * @usageNotes
 * 
 * ### Using ngModel on a standalone control
 *
 * The following examples show a simple standalone control using `ngModel` within a form.
 *
 * @example forms/ts/simpleNgModel/simple_ng_model_example.ts region='Component'
 *
 * 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 `NgModel` variable.
 *
 * @example forms/ts/simpleNgModel/simpleNgModelExample.ts region='Component'
 *
 * 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 `NgModel` variable.
return this._parent ? this._parent.formDirective : null; }\n/**\n * Synchronous validator function composed of all the synchronous validators registered with this directive.\n */\nget validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }\n/**\n * Async validator function composed of all the async validators registered with this\n */\nget asyncValidator(): AsyncValidatorFn|null { return composeAsyncValidators(this._rawAsyncValidators); }\n
/**\n * @description\n * Sets the new value for the view model and emits an `ngModelChange` event.\n * @param newValue The new value emitted by \n * `viewToModelUpdate(newValue: any): void { \n *   this.viewModel = newValue; \n *   this.update.emit(newValue); \n * }\n */\nviewToModelUpdate(newValue: any): void \nprivate _setUpControl(): void {
  this._setUpdateStrategy();
  this._isStandalone() ? this._setUpStandalone() : this.formDirective.addControl(this);
  this._registered = true;
}\nprivate _setUpStandalone(): void {
  setUpControl(this.control, this);
  this.control.updateValueAndValidity({emitEvent: false});
}\nprivate _checkForErrors(): void {
  if (!this._isStandalone()) {
    this._checkParentType();
  }
  this._checkName();
}\nprivate _checkParentType(): void {
  if (!(this._parent instanceof NgModelGroup) && this._parent instanceof AbstractFormGroupDirective) {
    TemplateDrivenErrors.formGroupNameException();
  } else if (!this._parent instanceof NgModelGroup) {
    TemplateDrivenErrors.modelParentException();
  }
}\nprivate _checkName(): void {
  if (this.options && this.options.name) this.name = this.options.name;
  if (!this._isStandalone() && !this.name) {
    TemplateDrivenErrors.missingNameException();
  }
}\nprivate _updateValue(value: any): void {
  resolvedPromise.then(() => { this.control.setValue(value, {emitViewToModelChange: false}); });
}\nprivate _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();
    }
  });
}\n/**\n * @description\n * Adds `novalidate` attribute to all forms by default.\n * `novalidate` is used to disable browser's native form validation.\n * If you want to use native validation with Angular forms, just add `ngNativeValidate` attribute:
 * ```
 * <form ngNativeValidate></form>
 * ```
 * @publicApi\n * @ngModule ReactiveFormsModule\n * @ngModule FormsModule
 */
@Directive({
  selector: 'form:not([ngNoForm]):not([ngNativeValidate])',
  host: {'novalidate': ''},
})
export class ɵNgNoValidate {
}

export {ɵNgNoValidate as NgNoValidate};
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.
 */
export const NG_MODEL_WITH_FORM_CONTROL_WARNING =
    new InjectionToken('NgModelWithFormControlWarning');

export const formControlBinding: any = {
  provide: NgControl,
  useExisting: forwardRef(() => FormControlDirective)
};

/**
 * @description
 * * 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 seems like the actual `ngModel` directive is being used, but in fact it's an
 * input/output property named `ngModel` on the reactive form directive that simply
 * approximates (some of) its behavior. Specifically, it allows getting/setting the value
 * and intercepting value events. However, some of
 * `ngModel`'s other features - like delaying updates with `ngModelOptions` or exporting the directive - simply
 * don't work, which has understandably caused some confusion.
 * In addition, this pattern mixes template-driven and reactive forms strategies, which
 * we generally don't recommend because it doesn't take advantage of
 * the full benefits of either strategy. Setting the value in the template violates the template-agnostic
 * principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer in
 * the class removes the convenience of defining forms in the template.
 * To update your code before support is removed, you'll want to decide
 * whether to stick with reactive form directives (and get/set values using reactive forms patterns) or
 * switch over to template-driven directives.

/**
 * @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. The code is being updated.
 */
@Input('disabled')
set isDisabled(isDisabled: boolean) {
  ReactiveErrors.disabledAttrWarning();
}

/**
 * @description
 * Triggers a warning that this input should not be used with
 * reactive forms. The code is being updated.
 */
@Input('ngModel') model: any;

/**
 * @description
 * Tracks the `FormControl` instance bound to the directive. To be removed: remove `!`.
 */
@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 `\'once\'`.
 */
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\'`.
 */
@Input('ngModelWarningSent') static _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[]) {
/**
   * @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.
   *
   * ```
   * 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 {
  /**
   * @description
   * Reports whether the form submission has been triggered.
   */
  public readonly submitted: boolean = false;

  // TODO(issue/24571): remove '!'.
  private _oldForm!: FormGroup;

  /**
   * @description
   * Gets the new value for the view model and emits an
   *
   * `ngModelChange` event.
   */
  get formControl(): FormControl {
    return this.form;
  }

  /**
   * @description
   * A lifecycle method called when the directive's inputs change. For
   * internal use only.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if (this._isControlChanged(changes)) {
      setUpControl(this.form, this);
    }
    if (isPropertyUpdated(changes, this.viewModel)) {
      _ngModelWarning('formControl', FormControlDirective, this, this._ngModelWarningConfig);
      this.form.setValue(this.model);
    }
    if (this.form) {
      this.viewModel = this.model;
    }
  }

  /**
   * @description
   * Gets 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);
  }

  /**
   * The `FormControl` bound to this directive.
   */
  get control(): FormControl { return this.form; }

  /**
   * Sets the new value for the view model and emits an
   *
   * `ngModelChange` event.
   */
  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  private _isControlChanged(changes: {[key: string]: any}): boolean {
    return changes.hasOwnProperty('form');
  }
}

export const formDirectiveProvider: any = {
  provide: ControlContainer,
  useExisting: forwardRef(() => FormGroupDirective)
};

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

import {Directive, EventEmitter, Inject, Input, OnChanges, Optional, Output, Self, SimpleChanges, forwardRef} from '@angular/core';
import {FormArray, FormControl, FormGroup} from '../../model';
import {NG_ASYNC_VALIDATORS, NG_VALIDATORS, Validators} from '../../validators';
import {ControlContainer} from '../control_container';
import {Form} from '../form_interface';
import {ReactiveErrors} from '../reactive_errors';
import {cleanUpControl, composeAsyncValidators, composeValidators, removeDir, setUpControl, setUpFormContainer, syncPendingControls} from '../shared';

import {FormControlName} from './form_control_name';
import {FormArrayName, FormGroupName} from './form_group_name';

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Tracks the list of added 'FormControlName' instances
*An directives: FormControlName[] = [];
*An @Input('FormControlName') form: FormGroup = null !;@Input('FormGroup')
Emits an event when the form submission has been triggered.
*An @Output() ngSubmit = new EventEmitter();
constructor( @Optional() @Self() @Inject(NG_VALIDATORS) private _validators: any[],
@Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[])
{
  super();
}

object of key/value pairs for the set of changed inputs.
*An ngOnChanges(changes: SimpleChanges): void {
  this._checkFormPresent();
  if (changes.hasOwnProperty('form')) {
  }
}

Returns this directive's instance.
*An @param dir The 'FormGroupName' directive instance.
*An addFormGroup(dir: FormGroupName): FormGroup {
  const ctrl: any = this.form.get(dir.path);
  setUpFormContainer(ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
  this.directives.push(dir);
  return ctrl;
}

Retrieves the 'FormArrayName' directive instance from the provided 'FormGroupName' directive instance.
*An removeFormArray(dir: FormArrayName): FormArray {
  return this.form.get(dir.path);
}

No-op method to remove the form array.
*An removeFormGroup(dir: FormGroupName): void {
  this.directives.splice(this.directives.indexOf(dir), 0);
}

Sets the new value for the provided 'FormGroupName' directive instance.
*An @param dir The 'FormGroupName' directive instance.
*An updateModel(dir: FormControlName, value: any): void {
  const ctrl: any = this.form.get(dir.path);
  setUpFormControl(ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
}

No-op method to remove the form group.
*An removeFormGroup(dir: FormGroupName): void {
  this.directives.splice(this.directives.indexOf(dir), 0);
}

Retrieves the 'FormArrayName' directive instance from the provided 'FormGroupName' directive instance.
*An removeFormArray(dir: FormArrayName): FormArray {
  return this.form.get(dir.path);
}

Retrieves the 'FormGroupName' directive instance from the provided 'FormGroupName' directive instance.
*An removeFormGroup(dir: FormGroupName): void {
  this.directives.splice(this.directives.indexOf(dir), 0);
}

Triggers the 'ngSubmit' emitter to emit the 'submit' event as its payload.
*An @param event object
*An onEvent(name: Event): boolean {
  this_submitted = true;
  syncPendingControls(this.form, this.directives);
  this.ngSubmit.emit(name);
  return false;
}

Method called when the 'reset' event is triggered on the form.
*An onReset(): void {
  this.resetForm();
}

Retrieves the 'FormGroup' bound to this directive.
*An @Input('FormGroup') form: FormGroup = null !;@Input('FormGroup')
Emits an event when the form submission has been triggered.
*An @Output() ngSubmit = new EventEmitter();
constructor( @Optional() @Self() @Inject(NG_VALIDATORS) private _validators: any[],
@Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[])
{
  super();
}

object of key/value pairs for the set of changed inputs.
*An ngOnChanges(changes: SimpleChanges): void {
  this._checkFormPresent();
  if (changes.hasOwnProperty('form')) {
  }
}

Retrieves the 'FormArrayName' directive instance from the provided 'FormGroupName' directive instance.
*An @param dir The 'FormGroupName' directive instance.
*An getFormGroup(dir: FormGroupName): FormGroup {
  return this.form.get(dir.path);
}

No-op method to remove the form array.
*An removeFormGroup(dir: FormGroupName): void {
  this.directives.splice(this.directives.indexOf(dir), 0);
}

Retrieves the 'FormGroupName' directive instance from the provided 'FormGroupName' directive instance.
*An removeFormGroup(dir: FormGroupName): void {
  this.directives.splice(this.directives.indexOf(dir), 0);
}

Sets the new value for the provided 'FormGroupName' directive instance.
*An @param dir The 'FormGroupName' directive instance.
*An updateModel(dir: FormGroupName, value: any): void {
  const ctrlA = this.form.get(dir.path);
  ctrlA.setValue(value);
}

Method called with the $submit$ event is triggered on the form.
*An @description
* Tracks the list of added 'FormControlName' instances
  *An directives: FormControlName[] = [];
  *
  */
  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 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.
   */
  get formDirective(): Form { return this; }

  /**
   * Returns the `FormGroup` bound to this directive.
   */
  get control(): FormGroup { return this.form; }

  /**
   * Returns an array representing the path to this group. Because this
directive always lives at the top level of a form, it always an empty array.
   */
  get path(): string[] { return [

  /**
   * 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.
   */
  ngOnChanges(changes: SimpleChanges): void {
    this._checkFormPresent();
    if (changes.hasOwnProperty('form')) {
      this._updateValidators();
      this._updateDomValue();
      this._updateRegistrations();
    }
  }

  /**
   * No-op
   */
  removeFormGroup(dir: FormGroupName): void {
    
  }

  /**
   * Method called
   */
  onSubmit($event: Event): boolean {
    (this as {submitted: boolean}).submitted = true;
    syncPendingControls(this.form, this.directives);
    this.ngSubmit.emit($event);
    return false;
  }

  /**
   * Method called when the 'reset'
   */
  onReset(): void {
    this.resetForm();
  }

  /**
   * The new value for the form.
   */
  ngOnInit(): void {
  }
```typescript
resetForm(value: any = undefined): void {
  this.form.reset(value);
  (this as{submitted: boolean}).submitted = false;
  this._updateDomValue();
  this.directives.forEach(dir =>
    newControl = this.form.get(dir.path);
    if (dir.control !== newControl) {
      cleanUpControl(dir.control, dir);
      if (newControl) setUpControl(newControl, dir);
      (dir as{control: FormControl}).control = newControl;
    }
  );
  this.form._updateTreeValidity({emitEvent: false});
}

private _updateRegistrations() {
  this.form._registerOnCollectionChange(() => this._updateDomValue());
  if (this._oldForm) this._oldForm._registerOnCollectionChange(() => {});
  this._oldForm = this.form;
}

private _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 !]);
}

private _checkFormPresent() {
  if (!this.form) {
    ReactiveErrors.missingFormException();
  }
}
} //FormGroupName
```

---

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---

**Description**

`FormGroupName` is a directive used to create a nested `FormGroup` within an existing `FormGroup` or `FormArray`.

### Access the group by name

The following example uses the `@link AbstractControl#get` method to access the nested `FormGroup`.

```typescript
this.form.get('name');
```

### Access individual controls in the group

The following example uses the `@link AbstractControl#get` method to access individual controls within the group.

```typescript
this.form.get('name.first');
```

### Register a nested `FormGroup` within an existing `FormArray`

The following example registers a nested `FormGroup` within an existing `FormArray` and provides methods to retrieve the nested `FormGroup` and individual controls.

```typescript
this.form.get('name.0').children;
```

### Sync a nested `FormArray` to a DOM element

The following example uses the `@link FormArray#register` method to sync a nested `FormArray` to a DOM element.

```typescript
this.form.get('array.0').control;
```

---

**Documentation Links**

- [Reactive Forms Guide](guide/reactive-forms)
- [AbstractControl](https://angular.io/api/core/AbstractControl)
- [FormArray](https://angular.io/api/core/FormArray)
- [FormGroup](https://angular.io/api/core/FormGroup)

**Module**

- `ReactiveFormsModule`
directive is designed to be used with a parent `FormGroupDirective` (selector:
`@[formGroup]`). It accepts the string name of the nested `FormArray` you want to link, and
will look for a `FormArray` registered with that name in the parent instance you passed into `FormGroupDirective`.

The name corresponds to a key in the parent `FormGroup` or `FormArray`. Accepts a name as a string or a number. The name in a form is useful for individual forms, while the numerical form allows for form arrays to be bound to indices when iterating over arrays in a `FormArray`.

* @see `AbstractControl`

* @usageNotes

* ### Example

```typescript
[@example forms/ts/nestedFormArray/nested_form_array_example.ts region='Component']

* @publicApi

* @Directive({selector: 'formArrayName'}, providers: [formArrayNameProvider])

export class FormArrayName extends ControlContainer implements OnInit,

OnDestroy {

  /** @internal */
  _parent: ControlContainer;

  /** @internal */
  _validators: any[];

  /** @internal */
  _asyncValidators: any[];

  /**
   * @description
   * Tracks the name of the `FormArray` bound to the directive. The name corresponds to a key in the parent `FormGroup` or `FormArray`. Accepts a name as a string or a number.
   *
   * @ngModule ReactiveFormsModule
   * @publicApi
   */

@Directive({selector: 'formArrayName', providers: [formArrayNameProvider]})
export class FormArrayName extends ControlContainer implements OnInit, OnDestroy {

  /** @internal */
  _parent: ControlContainer;

  /** @internal */
  _validators: any[];

  /** @internal */
  _asyncValidators: any[];

  /**
   * @description
   * The `FormArray` bound to this directive.
   */
  get control(): FormArray { return this.formDirective.getFormArray(this); }

  /**
   * @description
   * The top-level directive for this group if present, otherwise null.
   */
  get formDirective(): FormGroupDirective|null {
    return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
  }

  /**
   * @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 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.
   */
  get validator(): ValidatorFn|null { return composeValidators(this._validators); }

  /**
   * @description
   * Async validator function composed of all the async validators registered with this directive.
   */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._asyncValidators);
  }

  private _checkParentType(): void {
    if (_hasInvalidParent(this._parent)) {
      ReactiveErrors.arrayParentException();
    }
  }
}

function _hasInvalidParent(parent: ControlContainer): boolean {
  return !(parent instanceof FormGroupName) &&
  !(parent instanceof FormGroupDirective) &&
  !(parent instanceof FormArrayName);
}

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 = {

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provide: NgControl,
  useExisting: forwardRef(() => FormControlName)
};

/**
 * @description
 * Syncs a `FormControl` in an existing `FormGroup` to a form control element by name.
 */
@export

/**
 * @description
 * Tracks the name of the `FormControl` bound to the directive. This name corresponds
 * to a key in the parent `FormGroup` or `FormArray`. Accepts a name as a string or
 * a number.
 * The name in the form of a string is useful for individual forms, while the numerical form allows
 * for form controls to be bound to indices when iterating over controls in a `FormArray`.
 * @description
 * @input {string | number} name
 * @output {string} name
 * @register FormControl
 * @example
 * @example forms/simpleFormGroup/simple_form_group_example.ts region='Component'
 * To see `FormControlName` examples with different form control types, see:
 */
@export

/**
 * @description
 * Internal reference to the view model value.
 */
@export

/**
 * @description
 * Triggers a warning that this input should not be used with reactive forms.
 */
@export

/**
 * @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".
 */
@export

used to track whether an ngModel warning has been sent out for this
particular FormControlName instance. Used to support warning config of `"always"`.

```typescript

ngModelWarningSent = 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);
    }
  }

ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeControl(this);
    }
  }

viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent !);
}

class CustomValidatorDirective implements Validator {
  validate(control: AbstractControl): ValidationErrors|null {
    return {'custom': true};
  }
}

```
control. The control to validate against.
* @returns A map of validation errors if validation fails,
otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* Registers a callback function to call when the validator inputs change.
* @param fn The callback function
* 
* registerOnValidatorChange?(fn: () => void): void;
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* An interface implemented by classes that perform asynchronous validation.
* @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
* @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* Registers a callback function to call when the validator inputs change.
* @param fn The callback function
* 
* @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
* otherwise null.
* 
* validate(control: AbstractControl): ValidationErrors|null
* * @description
* The control to validate against.
* * @returns A map of validation errors if validation fails,
result if enabled, otherwise null.

```typescript
validate(control: AbstractControl): ValidationErrors|null {
    return this.required ? Validators.required(control) : null;
}
```

```typescript
validate(control: AbstractControl): ValidationErrors|null {
    return this.required ? Validators.requiredTrue(control) : null;
}
```

```typescript
/**
 * @description
 * Provider which adds
 `EmailValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => EmailValidator),
  multi: true,
  * @usageNotes
}

```typescript
/**
 * @description
 * Provider which adds
 `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const MIN_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MinLengthValidator),
  multi: true,
  * @usageNotes
}

```typescript
/**
 * @description
 * A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.

```typescript
/**
 * @description
 * A function that receives a control and returns a Promise or observable
 * that emits validation errors if present, otherwise null.

```typescript
/**
 * @description
 * A directive that adds minimum length validation to controls
 * marked with the
 * `minlength` attribute.
 * 
 * @see [Form Validation](guide/form-validation)
 *
 * @usageNotes
 *
 * ### Adding a minimum length validator
 *
 * 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">
```

* @ngModule ReactiveFormsModule
* @ngModule FormsModule
* @publicApi
* @ngModule ReactiveFormsModule

```typescript
/**
 * @description
 * Registers a callback function to call when the validator inputs change.
 *
 * @param fn
 * @description
 * Method that validates whether an email address is valid.

```typescript
/**
 * @description
 * A lifecycle method called when the directive's inputs change. For internal use only.
 * A object of key/value pairs for the set of changed inputs.

```typescript
/**
 * @description
 * Registers a callback function to call when the validator inputs change.

```typescript
/**
 * @description
 * Provider which adds
 `EmailValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => EmailValidator),
  multi: true,
  * @usageNotes
}

```typescript
/**
 * @description
 * Provider which adds
 `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const MIN_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MinLengthValidator),
  multi: true,
  * @usageNotes
}

```typescript
/**
 * @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.
 ```typescript

```typescript
/**
 * @description
 * Registers a callback function to call when the validator inputs change.

```typescript
/**
 * @description
 * Provider which adds
 `EmailValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const EMAIL_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => EmailValidator),
  multi: true,
  * @usageNotes
}

```typescript
/**
 * @description
 * Provider which adds
 `MinLengthValidator` to the `NG_VALIDATORS` multi-provider list.
 */
export const MIN_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MinLengthValidator),
  multi: true,
  * @usageNotes
}
callback function

```javascript
*

registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
}

private _createValidator(): void {
    this._validator = Validators.minLength({
        min: numeric
    });
}

private _createValidator(): void {
    this._validator = Validators.minLength({
        min: numeric
    });
}

/**
 * @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
   * A lifecycle method called when the directive's inputs change. For internal use
   * only.
   *
   * @param changes A object of key/value pairs for the set of changed inputs.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('maxlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value exceeds
   * the maximum length requirement.
   * *
   * @return true if the value exceeds the maximum length.
   */
  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.
   *
   * @param fn The callback function
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  private _createValidator(): void {
    this._validator = Validators.minLength({
        min: numeric
    });
  }
}
```

```javascript
/**
 * @description
 * A directive that adds min length validation to controls marked
 with the
 * `minlength` attribute. The directive is provided with the
 * `MIN_LENGTH_VALIDATOR` multi-provider list.
 */

@Directive({
    selector:
    '[minlength][formControlName], [minlength][formControl], [minlength][ngModel]',
    providers: [
        MIN_LENGTH_VALIDATOR
    ],
    host: {
        '[attr.minlength]': 'minlength ? minlength : null'
    }
})
export class MinLengthValidator implements Validator,
    OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;

  /**
   * @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 ('minlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * @description
   * Method that validates whether the value matches
   * the minimum length requirement.
   * *
   * @return true if the value matches the minimum length.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.minlength !== null ? this._validator(control) : null;
  }

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   *
   * @param fn The callback function
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  private _createValidator(): void {
    this._validator = Validators.minLength({
        min: numeric
    });
  }
}
```
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import { AbstractControl, AbstractControlOptions, FormArray, FormControl, FormGroup, FormHook } from './model';

function isAbstractControlOptions(options: AbstractControlOptions | { [key: string]: any }):
    options is AbstractControlOptions {
  return (<AbstractControlOptions>options).validators !== undefined ||
          (<AbstractControlOptions>options).asyncValidators !== undefined ||
          (<AbstractControlOptions>options).updateOn !== undefined;
}

/**
 * @description
 * Creates an `AbstractControl` from a user-specified configuration.

 * The `FormBuilder` provides syntactic sugar that shortens creating instances of a `FormControl`, `FormGroup`, or `FormArray`. It reduces the amount of boilerplate needed to build complex forms. 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` creates a new `FormGroup` instance.

 * `control` constructs a new `FormControl` with the given state, validators and options.

 * `array` constructs a new `FormArray` from the given array of configurations, validators and options.

 * `ValidatorFn`: A synchronous validator function, or an array of such functions.

 * `AsyncValidatorFn`: An async validator function, or an array of such functions.

 * `AbstractControlOptions`: A synchronous validator function, or an array of such functions.

 * `FormBuilder`: A collection of child controls. The key for each child is the name under which it is registered.

 * `ParamOptionsConfigurationOptions`: A synchronous validator function, or an array of such functions.

 * `AbstractControlOptions`: A synchronous validator function, or an array of such functions.

 * `FormBuilder`: A collection of child controls. The key for each child is the name under which it is registered.

 * `AbstractControlOptions`: A synchronous validator function, or an array of such functions.

 * `FormBuilder`: A collection of child controls. The key for each child is the name under which it is registered.

 */
@Injectable()
export class FormBuilder {

  group(controlsConfig: {[key: string]: any}, options?: AbstractControlOptions | { [key: string]: any } | null = null):
    FormGroup {
      // ... code omitted for brevity ...
    }

  control(formState: any, validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null, asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[]):
    FormControl {
      return new FormControl(formState, validatorOrOpts, asyncValidator);
    }

  array(controlsConfig: any[], validatorOrOpts?: ValidatorFn | ValidatorFn[] | AbstractControlOptions | null, asyncValidator?: AsyncValidatorFn | AsyncValidatorFn[]):
    FormArray {
      return new FormArray(controlsConfig.map(c => this._createControl(c)), validatorOrOpts, asyncValidator);
    }

  // ... other methods omitted for brevity ...
}

// Example usage:

new FormBuilder().group({
  field1: new FormControl('value1'),
  field2: new FormControl('value2'),
},
  { validators: [new ValidatorFn(), new AsyncValidatorFn()],
    asyncValidators: [new AsyncValidatorFn(), new AsyncValidatorFn()],
  });
controls: {
  [key: string]: AbstractControl = {
    Object.keys(controlsConfig).forEach(controlName => {
      controls[controlName] = this._createControl(controlsConfig[controlName]);
    });
    return controls;
  };

  _createControl(controlConfig: any): AbstractControl {
    if (controlConfig instanceof FormControl || controlConfig instanceof FormGroup ||
        controlConfig instanceof FormArray) {
      return controlConfig;
    }

    let value = controlConfig[0];
    let validator: ValidatorFn = controlConfig.length > 1 ? controlConfig[1] : null;
    return this.control(value, validator, asyncValidator);
  }
}

/**
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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');

/**
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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 {

  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_e, TEMPLATE_DRIVEN_DIRECTIVES as ɵangular_packages_forms_forms_a, SHARED_FORM_DIRECTIVES as ɵangular_packages_forms_forms_b} from './src/directives';
export {CHECKBOX_VALUE_ACCESSOR as ɵangular_packages_forms_forms_c} 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_g, ngControlStatusHost as ɵangular_packages_forms_forms_h} from './src/directives/ng_control_status';
export {formDirectiveProvider as ɵangular_packages_forms_forms_i} from './src/directives/ng_form';
export {formControlBinding as ɵangular_packages_forms_forms_j} from './src/directives/ng_model';
export {modelGroupProvider as ɵangular_packages_forms_forms_k} from './src/directives/ng_model_group';
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';

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```javascript
p;\n  return i = {}, verb("next"), verb("throw"), function (e) { throw e; }, verb("return"), i[Symbol.iterator] = function () { return this; }, i;\n  return function verb(n, f) { \n  i[n] = o[n] ? function (v) { return new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, done, v.value); }); }; \n  function settle(resolve, reject, done, v) { Promise.resolve(v).then(resolve(resolve(v, done, v.value))); }
  return f ? f(v) : v; }
};

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;\n  return function verb(n, f) { \n  i[n] = o[n] & function (v) { return new Promise(function (resolve, reject) { v = o[n](v), settle(resolve, reject, done, v.value); }); }; \n  function settle(resolve, reject, d, v) { Promise.resolve(v).then(resolve(resolve(v, done, d))); reject(); \n  }; \n  return i[Symbol.iterator] = 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, v.value); }); }; }

function settle(resolve, reject, d, v) { Promise.resolve(v).then(resolve(resolve(v, done, d))); reject(); \n  }
}

export function __importStar(mod) {
  return (mod && mod.__esModule) ? mod : {
  default: mod
};

export function __importDefault(mod) {
  return (mod && mod.__esModule) ? mod : {
  default: mod
};

/**
 * @license
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 * 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
 * a 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.\n   *
   * @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 value 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.\n   *
   * When implementing the `registerOnChange` method in your own value accessor,
   * save the given function so your class calls it when the control's value
   * changes in the
   * UI.\n   *
   * This method is called by the forms API on initialization to update the form
   * model when values
   * propagate from the view to the model.\n   *
   * When implementing the `registerOnTouched` method in your own value accessor,
   * save the given function so your class calls it when the appropriate time.\n   *
   * Store the change function\n   *
   * The following example stores the provided function as an internal
   * method:\n   *
   * ```ts
   * registerOnChange(fn: (_: any) => void): void {
   *   this._onChange = fn;
   * }
   * ```
   *
   * When the value changes in the UI, call the registered function to allow the forms API to update
   * itself:\n   *
   * ```ts
   * host: {\n   *   'onChange': this.onChange(Sevent.target.value)\n   * },\n   * ```
   *
   * @param fn The callback function to register\n   */
  registerOnChange(fn: any): void;

  /**
   * @description
   * Registers a callback function is called by the forms API on initialization
   * to update the form model on blur.\n   *
   * 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 not touched.\n   *
   * Store the callback function\n   *
   * The following example stores the provided function as an internal method:\n   *
   * ```ts
   * registerOnTouched(fn: (any) => void): void {
   *   this._onTouched = fn;
   * }
   * ```
   *
   * When implementing the 'registerOnTouched' in your own value accessor, save the given function so your
   * class calls it when the control should be considered blurred or not touched.\n   *
   * Store the callback function\n   *
   * The following example stores the provided function as an internal method:\n   *
   * ```ts
   * registerOnTouched(fn: any): void {
   *   this._onTouched = fn;
   * }
   * ```
   *
   * On blur (or equivalent), your class should call the registered function to allow the
   * forms API to update itself:\n   *
   * ```ts
   * host: {\n   *   'onTouched': this.onTouched(Sevent.target.value)\n   * },\n   * ```
   *
   * @param fn The callback function to register\n   */
  registerOnTouched(fn: any): void;

  /**
   * @description
   * Function that is called by the forms API when the control status changes
   * from DISABLED. Depending on the status, it enables or disables the
   * appropriate DOM element.\n   *
   * The following is an example of writing the disabled property to a native DOM element:\n   *
   * ```ts
   * setDisabledState(isDisabled: boolean): void {
   *   this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
   * }
   * ```
   *
   * @param isDisabled The disabled status to set on the element\n   */
  setDisabledState?(isDisabled: boolean): void;
}
```
`DefaultValueAccessor` for how to implement one.

```ts
export const NG_VALUE_ACCESSOR = new InjectionToken<ControlValueAccessor>('NgValueAccessor');
```

Using a checkbox with a reactive form.

```ts
constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}

constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}
```

We must check whether the agent is Android because composition events behave differently between iOS and Android.

```ts
return /
```

Default value accessor for writing a value and listening to changes on an input element. The accessor is used by the `FormControlDirective`, `FormControlName`, and `NgModel` directives.

```ts
* @publicApi

`FormValueAccessor` provides a way to access the value of a control, which is useful for implementing `NgValueAccessor` with a reactive form.

```ts
constructor(private _renderer: Renderer2, private _elementRef: ElementRef) {}
```
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)\n  (blur): onTouched()\n  (compositionstart): \
  $any(this)._compositionStart()\n  (compositionended): $any(this)._compositionEnd(Sevent.target.value)\n },

providers: [DEFAULT_VALUE_ACCESSOR]\nexport class DefaultValueAccessor implements
ControlValueAccessor \n\n/**
 * The registered callback function called when an input event
 * occurs on the input element.
 */
\n*\n* @description
\n* Registers a function called when the value of
* the input element changes.
*\n* @param fn The callback function
*\n* @description
*\n* Returns a function called when the control is touched.
*\n* @param fn The callback function
*\n* @description
*\n* Sets the \"value\" property on the input element.
*\n* @param value The checked value
*\n* writeValue(value: any): void
*\n* onChange = (_: any) => {};
*\n* onTouched = () => {};
*\n* _handleInput(value: any): void
*\n* _compositionStart(): void
*\n* _compositionEnd(value: any): void
*\n* setDisabledState(isDisabled: boolean): boolean;
*\n* this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
\n\n/**
 * @license
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 * 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 {Observable} from 'rxjs';
import {AbstractControl} from '../model';
import {ValidationErrors} from './validators';

/**
 * Base class for control
directives.
 *
 * This class is only used internally in the `ReactiveFormsModule` and the `FormsModule`.
 *
 * @publicApi
 */
export abstract class AbstractControlDirective {
  /**
   * A reference to the
   * underlying control.
   *
   * @returns the control that backs this directive. Most properties fall through to that
   * instance.
   */
  get control(): AbstractControl|null {
    return this.control;
  }

  /**
   * Reports the value of
   * the control if it is present, otherwise null.
   */
  get value(): any { return this.control?.value; }

  /**
   * Reports whether the control is valid. A control is considered valid if no
   * validation errors exist with the current value.
   */
  get valid(): boolean { return !this.control || !this.control.valid; }

  /**
   * Reports whether the control is invalid, meaning that an error exists in the input value.
   */
  get invalid(): boolean { return !this.control || this.control.invalid; }

  /**
   * Reports 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.
   */
  get pending(): boolean { return this.control ? this.control.pending : null; }

  /**
   * 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. If the control is not present, null is
   * returned.
   */
  get disabled(): boolean { return !this.control || this.control.disabled; }

  /**
   * Reports whether the control is enabled, meaning that the control is included in ancestor
   * calculations of validity or value. If the control is not present, null is
   * returned.
   */
  get enabled(): boolean { return this.control ? this.control.enabled : null; }
}

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returned.

*An get errors(): ValidationErrors|null { return this.control ? this.control.errors : null; } /*
 * @description
 * 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.
 * @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.

@description
 * For example, for the following `FormGroup`:

```javascript
FormGroup({ street: new FormControl() })
```

* An array of string control names, e.g. `[`address`, `street`]`.

* 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. An array of string control names, e.g. `[`address`, `street`]`.
  1. 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.

* Returns whether the given error is present in the control at the given path.

* If the control is not present, false is returned.

*An get dirty(): boolean|null { return this.control && this.control.dirty; } /*
 * @description
 * Reports whether the control is dirty, meaning that the user has changed the value in the UI. If the control is not present, null is returned.

*An get touched(): boolean|null { return this.control && this.control.touched; } /*
 * @description
 * Reports whether the control is touched, meaning that the user has triggered a `blur` event on it. If the control is not present, null is returned.

*An get pristine(): boolean|null { return this.control && this.control.pristine; } /*
 * @description
 * Reports whether the control is pristine, meaning that the user has not yet changed the value in the UI. If the control is not present, null is returned.

*An get untouched(): boolean|null { return this.control && this.control.untouched; } /*
 * @description
 * Returns a multicasting observable that emits a validation status whenever it is calculated for the control. If the control is not present, null is returned.

*An get values(): any[]|null { return this.control && this.control.values; } /*
 * @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.

*An get path(): string[]|null { return null; } /*
 * @description
 * Returns an array of string control names, e.g. `[`street`, `street']`.

* 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. An array of string control names, e.g. `[`address`, `street`]`.
  1. 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.

* Returns whether the given error is present in the control at the given path.

* If the control is not present, false is returned.

*An hasError(errorCode: string, path?: string): boolean { return this.control && this.control.hasError(errorCode, path); } /*
 * @description
 * Reports error data for the control with the provided value if the control is present. If the control is not present, null is returned.

*An hasError(errorCode: string, path?: string): boolean { return this.control && this.control.hasError(errorCode, path); } /*
 * @description
 * Reports error data for the control with the provided value if the control is present. If the control is not present, null is returned.
@description
   * The name for the control
   */
  // TODO(issue/24571): remove '!'.
  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
   * The parent form for the control
   */
  get _parent: ControlContainer|null { return null; }

  /**
   * @description
   * The value accessor for the control
   */
  valueAccessor: ControlValueAccessor|null = null;

  /**
   * @description
   * The uncomposed array of synchronous validators for the control
   */
  _rawValidators: Array<Validator|ValidatorFn> = [];

  /**
   * @description
   * The uncomposed array of async validators for the control
   */
  _rawAsyncValidators: Array<AsyncValidator|AsyncValidatorFn> = [];

  /**
   * @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
   */
  abstract viewToModelUpdate(newValue: any): void;

  /**
   * @description
   * Directive automatically applied to Angular form controls that sets CSS classes based on
   * the type of error.
   * 
   * @ngModule ReactiveFormsModule
   * @ngModule FormsModule
   * @publicApi
   */
@Directive({
  selector: '[formControlName], [ngModel], [formControl]',
  host: ngControlStatusHost})
export class NgControlStatus extends AbstractControlStatus {
  constructor(@Self() cd: NgControl) { super(cd); }
}

/**
 * @description
 * Directive automatically applied to Angular form groups that sets CSS classes based on
 * the types of errors.
 * 
 * @see `NgControlStatus`
 * 
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector: '[controlContainer], [ngModel], [FormGroup]',
  host: ngControlStatusHost})
export class NgControlGroupStatus extends AbstractControlStatus {
  constructor(@Self() cd: NgControl) { super(cd); }
}
isNotEmptyInputValue(min)) { // don't validate empty values to allow optional controls
  return null;
}

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;

/* @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.

* @params {number} * @usageNotes * ### Validate against a maximum of 15
* `tipoPattern` * 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
* @param {number} max
* @param {AbstractControl} control
* @param {ValidationErrors} [errors]
* @returns A validator function that returns an error map with the `max` property if the validation check fails, otherwise `null`.

```typescript
const control = new FormControl(16, Validators.max(15));
```

```html
<input max="15">
```

* validates only as a function and not as a directive.

* @description
* @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 if the validation check fails, otherwise `null`.
* @see `updateValueAndValidity()`
* @static
* @param {number} max
* @param {AbstractControl} control
* @param {ValidationErrors} [errors]
* @returns An error map that contains the `required` property if the validation check fails, otherwise `null`.
* @usageNotes
* ### Validate that the field value is true
* ```typescript
* const control = new FormControl('true', Validators.requiredTrue);
*
* console.log(control.errors); // { required: true }
* ```

* @returns A validator function that validates the field's value against a different pattern.
* ```typescript
* const control = new FormControl('bad@', Validators.email);
*
* console.log(control.errors); // { email: true }
* ```

* @returns An error map that contains the `required` property if the validation check fails, otherwise `null`.
* @usageNotes
* ### Validate that the field matches a valid email pattern
* ```typescript
* const control = new FormControl('', Validators.email);
* ```

* with some enhancements to incorporate more RFC rules (such as rules related to domain names and 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 low-case symbols 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 }
* ```

* @returns An error map that contains the `required` property if the validation check fails, otherwise `null`.
* @usageNotes
* ```typescript
* const control = new FormControl('bad@', Validators.email);
* ```

* 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);
* ```

* 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);
* ```

* 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);
* ```

* 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.
returns an error map with the\n * `minlength` if the validation check fails, otherwise `null`.\n
### Validate that the field has maximum of 5\ncharacters

```html
*pattern="[a-zA-Z ]*">

*pattern: string\n
```
```typescript
isDisabled: The disabled value
  *\n  setDisabledState(isDisabled: boolean): void {\n    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n  }\n
  setDisabledState(isDisabled: boolean): void {\n    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);\n  }
}

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

import {Directive, ElementRef, Injectable, Injector, Input, OnDestroy, OnInit, Renderer2, forwardRef} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from '@control_value_accessor';

import {RadioControlValueAccessor} from '@radio_control_value_accessor';

import {RadioControlRegistry} from '@radio_controlRegistry';

RadioControlRegistry.private_accessors: any[] = [];\n
RadioControlRegistry.remove(accessor: RadioControlValueAccessor) {\n  for (let i =\n    this._accessors.length - 1; i >= 0; --i) {\n      if (this._accessors[i][1] === accessor) {\n        accessor.value;\n      }\n    }\n  }

RadioControlRegistry._isSameGroup(controlPair: [NgControl, RadioControlValueAccessor], accessor: RadioControlValueAccessor): boolean {\n  if (!controlPair[0].control) return false;\n  return\n    controlPair[0]._parent === accessor._control._parent &&\n    controlPair[1].name === accessor.name;\n}

RadioControlRegistry.select(accessor: RadioControlValueAccessor) {\n  this._accessors.forEach((c) => {\n    if (this._isSameGroup(c, accessor) && c[1] !== accessor) {\n      c[1].fireUncheck(accessor.value);\n    }\n  });\n}

RadioControlRegistry._checkName() {\n  if (this._control) {\n    this._control.name !== accessor.name;\n    this._control._parent = accessor._parent;\n  }\n}

RadioControlRegistry.ngOnDestroy() {\n  this._registry.remove(this);
}

RadioControlRegistry.writeValue(value: any): void {\n  this._state = value === accessor.value;\n  this._renderer.setProperty(this._elementRef.nativeElement, 'checked', this._state);
}
```

```typescript
/**
 * @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. *\n * @usageNotes
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 * @publicApi
 */
@Directive({
  selector:
    'input[type=radio][formControlName],input[type=radio][formControl],input[type=radio][ngModel]',
  host: {'(change)': 'onChange()', '(blur)': 'onTouched()'},
  providers: [RADIO_VALUE_ACCESSOR]\n})
export class RadioControlValueAccessor implements ControlValueAccessor {\n  /** *\n   * @description
   * The registered callback function called when a change event occurs on the input element.\n   *\n   * @param value The checked value\n   */
  onChange = () => {};

  /**
   * @description
   * The registered callback function called when a blur event occurs on the input element.\n   */
  onTouched = () => {};

  /**
   * @description
   * Tracks the name of the radio input element.\n   */
  onUncheck = () => {};

  /**
   * @description
   * Tracks the name of the 'FormControl' bound to the directive. The name corresponds\n   * to a key in the parent 'FormGroup' or 'FormArray'.\n   */
  @Input() FormControlName!: string;

  /**
   * @description
   * Tracks the value of the radio input element.\n   */
  @Input() value: any;

  constructor(private_renderer: Renderer2, private_elementRef: ElementRef,\n    private_registry: RadioControlRegistry, private_injector: Injector) {\n  
  
  
}
```
<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 ngModelGroup="person">
          <input [(ngModel)]="person.name" name="firstName">
       </div>
    </form>`,

  ngModelWithFormGroup: `
    <div [formGroup]="myGroup">
       <input formControlName="firstName">
       <input [(ngModel)]="showMoreControls" [ngModelOptions]="{standalone: true}">
    </div>
  `;

  /**
   * @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 {FormErrorExamples as Examples} from './error_examples';

export class ReactiveErrors {

  static controlParentException(): void {
    throw new Error(`
formControlName must be used with a parent
formGroup directive. You'll want to add a formGroup
directive and pass it an existing FormGroup instance
(you can create one in your class).

Example:

${Examples.formControlName}`);
  }

  static ngModelGroupException(): void {
    throw new Error(

        `formControlName cannot be used with an
ngModelGroup parent. It is only compatible with parents
that also have a "form" prefix: formGroupName,
formArrayName, or formGroup.

Option 1: Update the parent to be formGroupName (reactive form
strategy)

${Examples.formGroupName}

Option 2: Use ngModel instead of formControlName
(template-driven strategy)

${Examples.ngModelGroup}`);
  }

  static missingFormException(): void {
    throw new Error(`formGroup expects a FormGroup instance. Please pass one in.

       Example:


${Examples.formControlName}`);
  }

  static groupParentException(): void {
    throw new Error(`formGroupName must be used with a parent formGroup
      directive.

      Example:


${Examples.formGroupName}`);
  }

  static arrayParentException(): void {
    throw new Error(`
formArrayName must be used with a parent formGroup
       directive.

        Example:


${Examples.formArrayName}`);
  }

  static disabledAttrWarning(): void {
    console.warn(`
      It looks like you're using the disabled attribute with a reactive form directive. If you set disabled to true when you set up this
control in your component class, the disabled attribute will actually be set in the DOM for you. We recommend using this approach to avoid 'changed after checked' errors.

Example:

form = new FormGroup({

  first: new FormControl({value: 'Nancy', disabled: true}, Validators.required),

  last: new

FormControl('Drew', Validators.required)
});
`);
  }

  static ngModelWarning(directiveName: string): void {
    console.warn(`
    It looks like you're using ngModel on the same form field as ${directiveName}. 

    Support for using the ngModel input property and ngModelChange event with
    reactive form directives has been
    deprecated in Angular v6 and will be removed in Angular v7.

    For more information on this, see our API docs here:
https://angular.io/api/forms/${directiveName === 'formControl' ? 'FormControlDirective' :

'FormControlName'}#use-with-ngmodel

    `);
  }
}

/**
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 * 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, ElementRef, Host, Input, OnDestroy, Optional,
Renderer2, StaticProvider, forwardRef, ɵlooseIdentical as looseIdentical} from '@angular/core';

import {ControlValueAccessor, NG_VALUE_ACCESSOR} from './control_value_accessor';

export const SELECT_VALUE_ACCESSOR: StaticProvider = {
  provide: NG_VALUE_ACCESSOR,
  useExisting:
forwardRef(() => SelectControlValueAccessor),
  multi: true
};

function _buildValueString(id: string | null,
value: any): string {
  if (id == null) return `${value}`;
  if (value && typeof value === 'object') value = 'Object';

  return `${id}: ${value}`.slice(0, 50);
}

function _extractId(valueString: string): string {
  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.

 * @usageNotes
 *
 * ### Using select controls in a
reactive form

The following examples show how to use a select control in a reactive form:

Example:

form = new FormGroup({

  city: new

FormControl('SF'),

  country: new

FormControl('Canada'),

  language: new

FormControl('English')
});
});

```
Using select controls in a template-driven form

```typescript
<select ngModel [name]="selectObjectValue"></select>
```

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, the `select` supports `compareWith` input.

```typescript
<select [compareWith]="compareFn"

compareFn(c1: Country, c2: Country): boolean {
  return c1 && c2 ? c1.id === c2.id : c1 === c2;
}
```

Angular listens to the 'change' event because 'input' events aren't fired for selects in Firefox and IE:

- https://bugzilla.mozilla.org/show_bug.cgi?id=1024350

@ngModule ReactiveFormsModule
@ngModule FormsModule

@publicApi
```typescript
@Directive({
  selector: 'select:not([multiple])[formControlName], select:not([multiple])[formControl]
  [ngModel]'
})
export class SelectControlValueAccessor implements ControlValueAccessor {
  value: any;

  /** @internal */
  _optionMap: Map<string, any> = new Map<string, any>();

  /** @description
   * The registered callback function called when a change event occurs on the input element.
   */
  onChange = (_: any) => {};

  /** @description
   * The registered callback function called when a blur event occurs on the input element.
   */
  onTouched = () => {};

  /** @description
   * Tracks the option comparison algorithm for tracking identities when checking for changes.
   */
  setDisabledState(isDisabled: boolean): void {
    this._renderer.setProperty(this._elementRef.nativeElement, 'disabled', isDisabled);
  }

  getOptionValue(valueString: string): any {
    const id: string = _extractId(valueString);
    return this._optionMap.has(id) ? this._optionMap.get(id) : valueString;
  }

  writeValue(value: any): void {
    this.value = value;
    const id: string|null = this._getOptionId(value);
    if (id == null) {
      this._renderer.setProperty(this._elementRef.nativeElement, 'selectedIndex', -1);
    }
    const valueString = _buildValueString(id, value);
    this._renderer.setProperty(this._elementRef.nativeElement, 'value', valueString);
  }

  registerOnChange(fn: (value: any) => any): void {
    this.onChange = (valueString: string) => {
      this.value = this._getOptionValue(valueString);
      fn(this.value);
    };
  }

  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }
}
```
'SelectControlValueAccessor

* @ngModule ReactiveFormsModule
* @ngModule FormsModule
* @publicApi
  * @Directive({ selector: 'option' })
  * @ngModule ReactiveFormsModule
  * @ngModule FormsModule
  * @publicApi
* * @description
* * ID of the option element
* * // TODO(issue/24571): remove !'.
* * constructor
* private_element: ElementRef, private_renderer: Renderer2
* @Optional() @Host() private__select: SelectControlValueAccessor
* if (this._select) this.id = this._select._registerOption();
* /** @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 == null) return;
* * this._select._optionMap.set(this.id, value);
* * this._select.writeValue(this._select.value);
* * @internal
* * _optionMap.set(this.id, value); void
* * this._renderer.setProperty(this._element.nativeElement, 'value', value);
* * this._select.writeValue(this._select.value);
* }
Open Source Used In MSX SD-Access Service Pack 3.9.0

```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 = this._optionSelectedStateSetter = (opt, o) => {
      opt._setSelected(ids.indexOf(o.toString()) > -1); };
    else {
      optionSelectedStateSetter = (opt, o) => {
        opt._setSelected(false); };
    }
    this._optionMap.forEach(opt => optionSelectedStateSetter(opt, o));
  }

  /**
   * @description
   * Registers a function called when the control value changes and writes an array of the selected options.
   * * @param fn The callback function
   * @param isDisabled The disabled value
   */

  writeValue(value: any): void {
    this.value = value;
    if (this._select) {
      this._select.writeValue(this.value);
    }
  }

  /**
   * @description
   * Marks `<option>` as dynamic, so Angular can be notified when options change.
   * @see `SelectMultipleControlValueAccessor`
   * @publicApi
   */

  registerOnTouched(fn: () => any): void {
    this.onTouched = fn;
  }
}

/**
 * @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 {isDevMode, ɵlooseIdentical as looseIdentical} from '@angular/core';
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 {CheckboxControlValueAccessor} from './control_value_accessor';
import {DefaultValueAccessor} from './default_value_accessor';
import {FormArray, FormControl, FormGroup} from '../model';
import {FormArrayName} from './reactive_directives/form_group_name';
import {ReactiveErrors} from './reactive_errors';
import {RadioControlValueAccessor} from './radio_control_value_accessor';
import {SelectControlValueAccessor} from './select_control_value_accessor';
import {SelectMultipleControlValueAccessor} from './select_multiple_control_value_accessor';
import {AsyncValidator, AsyncValidatorFn, Validator, ValidatorFn} from './validators';
import {NumberValueAccessor} from './number_value_accessor';
import {RangeValueAccessor} from './range_value_accessor';
import {SelectMultipleControlValueAccessor} from './select_multiple_control_value_accessor';
import {SelectControlValueAccessor} from './select_control_value_accessor';

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 && dir.disabled) {
    control.registerOnDisabledChange((isDisabled: boolean) => {
      dir.valueAccessor.writeValue(control.value);
    });
  }

  if (dir.valueAccessor && dir.value) {
   (dir.valueAccessor as number).setDisabledState(!dir.disabled);
  }

  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 setUpFormContainer(
    control: FormGroup | FormArray, dir: AbstractFormGroupDirective | FormArrayName) {
  if (control == null) _throwError(dir, 'Cannot
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 !== null && dir.path.length > 1) {
    messageEnd = `path: '${dir.path.join(' -> ')}'`;
  } else if (dir.path !== null) {
    messageEnd = `name: '${dir.path}'`;
  } else {
    messageEnd = 'unspecified name attribute';
  }
  throw new Error(`${message} ${messageEnd}`);
}

export function composeValidators(validators: Validator|ValidatorFn[]): ValidatorFn|null {
  return validators != null ? Validators.compose(validators.map(normalizeValidator)) : null;
}

export function composeAsyncValidators(validators: 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,
  NumberValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
  RangeValueAccessor,
  SelectControlValueAccessor,
  SelectMultipleControlValueAccessor,
  RadioControlValueAccessor,
  NumberValueAccessor,
  SelectControlValueAccessor,
];

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 https://github.com/angular/angular/issues/3011 is implemented

  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;
  }
}

export function removeDir<T>(list: T[], el: T): void {
  const index = list.indexOf(el);
  if (index > -1) list.splice(index, 1);
}

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 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';

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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 instance.
 * @publicApi
 */
export interface AbstractControlOptions {
  /**
   * The list of validators applied to a control.
   */
  validators?: ValidatorFn|ValidatorFn[]|null;
  /**
   * The list of async validators applied to control.
   */
  asyncValidators?: AsyncValidatorFn|AsyncValidatorFn[]|null;
  /**
   * The event name for 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.
 * @see [Forms Guide](/guide/forms)
 * @see [Dynamic Forms Guide](/guide/dynamic-forms)
 * @see [Dynamic Forms Guide](/guide/dynamic-form)
 */
export abstract class AbstractControl {
  /**
   * Initialize the AbstractControl instance.
   */
  constructor(validator: ValidatorFn|null, asyncValidator: AsyncValidatorFn|null) {}

  /**
   * The
   */
}
add or remove a validator at run time, you must call:

```javascript
* `updateValueAndValidity()` for the new validation to take effect.
  *
  * When you add or remove a validator at run time, you must call:
    * `updateValueAndValidity()` for
      * new async validator.
    *
    * The control is touched by focus and blur events that do not change
      the value.
  *
  * Clear the async validator
    *
  
  /**
   * Empties out the async validator
   *
   * When you add or remove a validator at run time, you must call:
   * `updateValueAndValidity()` for
   * the new validation to take effect.
   *
   */
  clearAsyncValidators(): void {
    this.asyncValidator = null;
  }

  /**
   * Marks the control as `touched`. A control is touched by focus and blur events that do not change
   * the value.
   *
   * Marks the control as `untouched`
   * If the control has any children, also marks all children as `untouched`
   * and recalculates the `touched` status of all parent controls.
   *
   * Marks the control as `dirty`.
   * A control becomes dirty when:
   * * the control’s value is changed through the UI;
   * * the control propagates changes and emits events after marking is applied.
   *
   * Marks the control as `pristine`.
   * If the control has any children, also marks all children as `pristine`
   * and recalculates the `pristine` status of all parent controls.
   *
   * Marks the control as `pending`.
   * A control is pending while the control performs async validation.
   *
   * If observable emits an event with the latest status the control is marked pending:
   * * when false or not supplied, marks all direct ancestors.
   * * `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.
   *
   */
  markAsTouched(opts: {onlySelf?: boolean} = {}): void {
    (this as{touched: boolean}).touched = true;
    this._pendingTouched = false;
    this._forEachChild((control: AbstractControl) => control.markAsTouched({onlySelf: true}));

    if (this._parent && !opts.onlySelf) {
      this._parent.markAsTouched({onlySelf: true});
    }
  }

  /**
   * Marks the control as `dirty`.
   * A control becomes dirty when:
   * * the control’s value is changed through the UI;
   * * the control propagates changes and emits events after marking is applied.
   *
   * Marks the control as `pristine`.
   * If the control has any children, also marks all children as `pristine`
   * and recalculates the `pristine` status of all parent controls.
   *
   * Marks the control as `pending`.
   * A control is pending while the control performs async validation.
   *
   */
  markAsDirty(opts: {onlySelf?: boolean} = {}): void {
    (this as{pristine: boolean}).pristine = false;
    this._pendingDirty = false;
    this._forEachChild((control: AbstractControl) => {
      control.markAsDirty({onlySelf: true});
    });

    if (this._parent && !opts.onlySelf) {
      this._parent.markAsDirty({onlySelf: true});
    }
  }

  /**
   * Marks the control as `pristine`.
   * If the control has any children, also marks all children as `pristine`
   * and recalculates the `pristine` status of all parent controls.
   *
   */
  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.markAsPristine({onlySelf: true});
    }
  }

  /**
   * Marks the control as `pending`.
   * A control is pending while the control performs async validation.
   *
   */
  markAsPending(opts: {onlySelf?: boolean, emitEvent?: boolean} = {}): void {
    (this as{status: string}).status = PENDING;
    if (opts.emitEvent !== false) {
      (this.statusChanges as EventEmmitter<any>).emit(this.status);
    }

    if (this._parent && !opts.onlySelf) {
      this._parent.markAsPending({onlySelf: true});
    }
  }

  /**
   * 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`.
   *
   */
  markAsDisabled(): void {
    (this as{disabled: boolean}).disabled = true;
    this._pendingDisabled = false;
    this._forEachChild((control: AbstractControl) => control.markAsDisabled({onlySelf: true}));

    if (this._parent && !opts.onlySelf) {
      this._parent.markAsDisabled({onlySelf: true});
    }
  }

```
@param opts Configuration options that determine how the control propagates events after the control is disabled. When false or not supplied, marks all direct ancestors. Default is false.

* `valueChanges` observables emit events with the latest status and value when the control is disabled. When false, no events are emitted.
* `disable` (opts: {onlySelf?: boolean, emitEvent?: boolean}) = {};

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));

this.setValue(value, options);
this.patchValue(value, options);
this.reset(value, options);
this.updateValueAndValidity({...opts, emitEvent});

this._updateAncestors({...opts, skipPristineCheck});
this._updateTreeValidity({...opts, emitEvent});

@internal

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this._forEachChild((ctrl: AbstractControl) => ctrl._updateTreeValidity(opts));
this.updateValueAndValidity((onlySelf: true, emitEvent: opts.emitEvent));
}

this._runValidator(): ValidationErrors|null {
  return this.validator ? this.validator(this) : null;
}

this._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}));
  }
}

this._cancelExistingSubscription(): void {
  if (this._asyncValidationSubscription) {
    this._asyncValidationSubscription.unsubscribe();
  }
}

/**
 * Sets errors on a form control when running
 validations manually, rather than automatically. Can update the validity of the parent
 control.<n * @param name The name of the form control.
 * @param errorCode The error code.
 * @param opts The options.
 * @param opts.emitEvent Event to be emitted when the validation
 is completed.
 */
setErrors(errors: ValidationErrors | null, opts: {emitEvent?: boolean} = {}): void {
  (this as{errors: ValidationErrors | null}).errors = errors;
  this._updateControlsErrors(emitEvent !== false);
}

/**
 * Retrieves a child control given
 the control's name or path.<n * @param name The name of the form control.
 * @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.<n * @param opts The options.
 * @param opts.emitEvent Event to be emitted when the validation
 is completed.
 */
get(name: string): AbstractControl | null {
  return _find(this, name, '.');
}

/**
 * Retrieves error data for the control with the given path.<n * @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.<n * @param errorCode The code of the error to check.<n * @param opts The options.<n * @param opts.emitEvent Event to be emitted when the validation
 is completed.<n */
getError(errorCode: string, path?: string): any {
  const control = path ? this.get(path) : this;
  return control && control.errors ? control.errors[errorCode] : null;
}

/**
 * Checks whether the control with the given path has the error specified.<n * @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.<n * @param errorCode The code of the error to check.<n */
hasError(errorCode: string, path?: string): boolean {
  return !!this.getError(errorCode, path);
}

/**
 * Retrieves the top-level ancestor of this control.<n * @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.<n */
getRoot(): AbstractControl {
  let x: AbstractControl = this;
  while (x._parent) {
    x = x._parent;
  }
  return x;
}

/**
 * Calculates the status of this control.<n * @param opts The options.<n */
_calculateStatus(): string {
  if

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```typescript
(this._allControlsDisabled()) return DISABLED;
if (this.errors) return INVALID;
if (this._anyControlsHaveStatus(PENDING)) return PENDING;
if (this._anyControlsHaveStatus(INVALID)) return INVALID;

} else { return VALID;
}

/* @internal */
abstract _updateValue(): void;

/* @internal */
abstract _forEachChild(cb: Function): void;

/* @internal */
abstract _anyControls(condition: Function): boolean;

/* @internal */
abstract _syncPendingControls(): boolean;

/* @internal */
abstract _anyControlsDirty(): boolean;

/* @internal */
abstract _anyControlsTouched(): boolean;

/* @internal */
abstract _updatePristine(opts: {onlySelf?: boolean} = {}): void {
  (this as {pristine: boolean}).pristine = !this._anyControlsDirty();

  if (this._parent && !opts.onlySelf) {
    this._parent._updatePristine(opts);
  }
}

/* @internal */
abstract _updateTouched(opts: {onlySelf?: boolean} = {}): void {
  (this as {touched: boolean}).touched = this._anyControlsTouched();

  if (this._parent && !opts.onlySelf) {
    this._parent._updateTouched(opts);
  }
}

/* @internal */
_onDisabledChange: Function[] = [];
/* @internal */
_isBoxedValue(formState: any): boolean {
  return typeof formState === 'object' && formState !== null &&
    Object.keys(formState).length === 2 && 'value' in formState &&
    'disabled' in formState;
}

/* @internal */
_registerOnCollectionChange(fn: () => void): void {
  this._onCollectionChange = fn;
}

/* @internal */
_setUpdateStrategy(opts?: ValidatorFn|ValidatorFn[]|AbstractControlOptions|null): void {
  if (isOptionsObj(opts) && (opts as AbstractControlOptions).updateOn != null) {
    this._updateOn = (opts as AbstractControlOptions).updateOn !;
  }
}

/*
 * Check to see if parent has been marked artificially dirty.
 * @internal
 */
private _parentMarkedDirty(onlySelf?: boolean): boolean {
  const parentDirty = this._parent && this._parent.dirty;
  return !onlySelf && parentDirty && !this._parent._anyControlsDirty();
}
```
export class FormControl extends AbstractControl {
  /** @internal */
  _onChange: Function[] = [];

  /** @internal */
  _pendingValue: any;

  /** @internal */
  _pendingChange: any;

  /**
   * Creates a new `FormControl` instance.
   * @param formState Initializes the control with an initial value,
   * or an object that defines the initial value and disabled state.
   * @param validatorOrOpts A synchronous validator function,
   * or an array ofFn 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(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.
   * The new value for the 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);
    this._clearChangeFns();
  }

  /**
   * Register a listener for disabled events.
   *
   * @param fn The method that is called when the disabled status changes.
   */
  registerOnDisabledChange(fn: Function): void {
    this._onDisabledChange.push(fn);
  }

  /**
   * @internal
   */
  _forEachChild(cb: Function): void {}

  static readonly _initialized: boolean = true;

  static readonly _default: boolean = true;

  static readonly _validatorFactory = (factory: ValidatorFn): ValidatorFn => factory;

  static readonly _asyncValidatorFactory = (factory: AsyncValidatorFn): AsyncValidatorFn => factory;

  static readonly _formControlOptions = (factory: AbstractControlOptions): AbstractControlOptions => factory;

  static readonly _isNone = (value: any): boolean => value === null;

  static readonly _isFunction = (value: any): boolean => typeof value === 'function';

  static readonly _isEqual = (value1: any, value2: any): boolean => value1 === value2;

  static readonly _isDefined = (value: any): boolean => value !== undefined;

  static readonly _isPromise = (value: any): boolean => typeof value === 'object' && value.then;

  static readonly _isString = (value: any): boolean => typeof value === 'string';

  static readonly _isNumber = (value: any): boolean => typeof value === 'number';

  static readonly _isObject = (value: any): boolean => typeof value === 'object';

  static readonly _isBoolean = (value: any): boolean => typeof value === 'boolean';

  static readonly _isRegExp = (value: any): boolean => value instanceof RegExp;

  static readonly _isNull = (value: any): boolean => value === null;

  static readonly _isNil = (value: any): boolean => value === null;

  static readonly _isFunctionOrArray = (value: any): boolean => Array.isArray(value) || value instanceof Function;

  static readonly _isType = (type: any, value: any): boolean => typeof value === type;

  static readonly _isStringOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'string';

  static readonly _isNumberOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'number';

  static readonly _isNullOrArray = (value: any): boolean => Array.isArray(value) || value === null;

  static readonly _isStringOrNumber = (value: any): boolean => typeof value === 'string' || typeof value === 'number';

  static readonly _isNumberOrObject = (value: any): boolean => typeof value === 'number' || typeof value === 'object';

  static readonly _isObjectOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'object';

  static readonly _isStringOrObject = (value: any): boolean => typeof value === 'string' || typeof value === 'object';

  static readonly _isNumberOrString = (value: any): boolean => typeof value === 'number' || typeof value === 'string';

  static readonly _isObjectOrString = (value: any): boolean => typeof value === 'object' || typeof value === 'string';

  static readonly _isStringOrNumberOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'string' || typeof value === 'number';

  static readonly _isNumberOrStringOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'number' || typeof value === 'string';

  static readonly _isObjectOrStringOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'object' || typeof value === 'string';

  static readonly _isStringOrNumberOrObject = (value: any): boolean => typeof value === 'string' || typeof value === 'number' || typeof value === 'object';

  static readonly _isNumberOrStringOrObject = (value: any): boolean => typeof value === 'number' || typeof value === 'string' || typeof value === 'object';

  static readonly _isObjectOrStringOrNumber = (value: any): boolean => typeof value === 'object' || typeof value === 'string' || typeof value === 'number';

  static readonly _isStringOrNumberOrObjectOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'string' || typeof value === 'number' || typeof value === 'object';

  static readonly _isNumberOrStringOrObjectOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'number' || typeof value === 'string' || typeof value === 'object';

  static readonly _isObjectOrStringOrNumberOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'object' || typeof value === 'string' || typeof value === 'number';

  static readonly _isStringOrNumberOrObjectOrArrayOrArray = (value: any): boolean => Array.isArray(value) || typeof value === 'string' || typeof value === 'number' || typeof value === 'object' || Array.isArray(value);
/** @internal */
  _syncPendingControls(): boolean {
    if (this.updateOn === 'submit') {
      if (this._pendingDirty) this.markAsDirty();
      if (this._pendingTouched) this.markAsTouched();
    } else {
      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 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. Create a form group with 2 controls:

```ts
const form = new FormGroup({
  first: new FormControl('Nancy', Validators.minLength(2)),
  last: new FormControl('Drew'),
});
```

```
console.log(form.value);   // {first: 'Nancy', last; 'Drew'}
```

```ts
console.log(form.status);  // 'VALID'
```
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
 * @returns true if the control was removed,
 * false otherwise.
 */
removeControl(name: string): boolean {
    if (this.controls[name]) delete this.controls[name];
    this.updateValueAndValidity();
    this._onCollectionChange();
    return true;
}

/**
 * Replace an existing control.
 * @param name The control name to replace in the collection
 * @param control The control to replace the existing
 * one with
 * @returns true if the control was replaced,
 * false otherwise.
 */
setControl(name: string, control: AbstractControl): boolean {
    if (this.controls[name]) this.controls[name]._registerOnCollectionChange(() => {});
    delete this.controls[name];
    if (control) this.registerControl(name, control);
    this.updateValueAndValidity();
    this._onCollectionChange();
    return true;
}

/**
 * Check whether there is an enabled control with the given name in the group.
 * @param name The control name to check for existence
 * @returns true if the control exists, false 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
 * @returns the `FormGroup` object
 */
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
 * @returns the `FormGroup` object
 */
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);
}
FormGroup or FormArray instances.

```typescript
FormGroup.prototype._throwIfControlMissing = function(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) instead`);
    }
    if (!this.controls[name]) {
        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) instead`);
    }

    let res = false;
    this._forEachChild((control: AbstractControl, name: string) => { res = res || (this.contains(name) && condition(control)); });
    return res;
};
```

The `value` property is the best way to get the value of the group, because it excludes disabled controls in the `FormGroup`. `value` 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`. `value` retrieves all values regardless of disabled status. The `FormArray` aggregates the values of each child `FormControl`.

```typescript
FormGroup.prototype._allControlsDisabled = function(): 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;
};
```

The `value` property is the best way to get the value of the group, because it excludes disabled controls in the `FormGroup`. `value` retrieves all values regardless of disabled status. The `FormArray` aggregates the values of each child `FormControl`.

```typescript
FormGroup.prototype._reduceChildren = function(initValue: any, fn: Function): any {
    let res = initValue;
    this._forEachChild((control: AbstractControl, name: string) => { res = fn(res, control.value, name); });
    return res;
};
```

The `value` property is the best way to get the value of the group, because it excludes disabled controls in the `FormGroup`. `value` retrieves all values regardless of disabled status. The `FormArray` aggregates the values of each child `FormControl`.

```typescript
FormGroup.prototype._reduceValue = function(): any {
    return this._reduceChildren({}, (acc: { [k: string]: AbstractControl }, control: AbstractControl, name: string) => { acc[name] = control.value; return acc; });
};
```

The `value` property is the best way to get the value of the group, because it excludes disabled controls in the `FormGroup`. `value` retrieves all values regardless of disabled status. The `FormArray` aggregates the values of each child `FormControl`.

```typescript
FormGroup.prototype._throwIfControlMissing = function(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) instead`);
    }
    if (!this.controls[name]) {
        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) instead`);
    }

    let res = false;
    this._forEachChild((control: AbstractControl, name: string) => { res = res || (this.contains(name) && condition(control)); });
    return res;
};
```
### Create an array of form controls
```typescript
const arr = new FormArray([new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew')]);
```

### Create a form array with array-level validators
```typescript
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
```typescript
const arr = new FormArray([new FormControl()], {updateOn: 'blur'});
```

### Adding or removing controls from a form array
```typescript
this.controls.push(control);
this.controls.splice(index, 0, control);
this.controls.splice(index, 1);
this.controls.splice(index, 0, control);
this.controls.splice(index, 0, control);
```

---

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. You include array-level validators and async validators. These come in handy when you want to perform validation that considers the value of more than one child control.

The two types of validators are passed in separately as the second and third arguments respectively, or together as part of an options object. To change the controls in the array, use the `push`, `insert`, `removeAt` or `clear` methods. These methods ensure the controls are properly tracked in the form's hierarchy. Do not modify the array of `AbstractControl`'s used to instantiate the `FormArray` directly, as that result in strange and unexpected behavior such as broken change detection. The class FormArray extends AbstractControl and creates a new `FormArray` instance.

Each child control is given an index where it is registered. The options object is used to set a default value for each child control's `updateOn` property. If you set `updateOn` to `blur` at the array level, all child controls default to `blur`, unless the child has explicitly specified a different `updateOn` value. If one of its children is invalid, the entire array becomes invalid.

* @usageNotes

### Create an array of form controls
```typescript
const arr = new FormArray([new FormControl('Nancy', Validators.minLength(2)), new FormControl('Drew')]);
```

### Create a form array with array-level validators
```typescript
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
```typescript
const arr = new FormArray([new FormControl()], {updateOn: 'blur'});
```

### Adding or removing controls from a form array
```typescript
this.controls.push(control);
this.controls.splice(index, 0, control);
this.controls.splice(index, 1);
this.controls.splice(index, 0, control);
this.controls.splice(index, 0, control);
```
Set the values for the controls in the form array

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
console.log(arr.value); // [null, null]
arr.setValue([\'Nancy\', \'Drew\']);
console.log(arr.value); // [\'Nancy\', \'Drew\']
```

### Set the values for the controls

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
arr.setValue([\'Nancy\', \'Drew\']);
console.log(arr.value); // [\'Nancy\', \'Drew\']
```

@usageNotes

@func
### Set the values for the controls in the form array

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

The configuration options are passed to the `AbstractControl#updateValueAndValidity` method.

```ts
*/\n*/
```

### Set the values for the controls in the form array

```ts
const arr = new FormArray([new FormControl(), new FormControl()]);
```

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.
```typescript
/**
 * @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.
 *
 * 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` attribute to the `<form>` tag. In reactive forms, using `ngNoForm` is unnecessary because the `<form>` tag is 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
<form (ngSubmit)="onSubmit($event)"

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

import {OnDestroy, OnInit} from '@angular/core';

import {FormGroup} from '../model';

import {ControlContainer} from './control_container';
import {Form} from './form_interface';
import {composeAsyncValidators, composeValidators, controlPath} from './shared';
import {AsyncValidatorFn, ValidatorFn} from './validators';

/**
 * @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
   */
  // TODO(issue/24571): remove '!'.
  _parent !: ControlContainer;

  /**
   * @description
   * An array of synchronous validators for the group
   *
   * @internal
   */
  // TODO(issue/24571): remove '!'.
  _validators !: any[];

  /**
   * @description
   * An array of async validators for the group
   *
   * @internal
   */
  // TODO(issue/24571): remove '!'.
  _asyncValidators !: any[];

  /**
   * @description
   * An internal callback method triggered after the inputs are set.
   * Registers the group with its parent group.
   */
  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 this.formDirective !.getTopLevelDirectivePath(this);
  }

  /**
   * @description
   * The synchronous validators registered with this group.
   */
  get validators(): ValidatorFn[] {
    return composeValidators(this._validators, this._asyncValidators);
  }

  **/
}
```

The provided code is part of an Angular framework implementation, specifically addressing the use of `FormGroup` and `NgModelGroup` directives. It includes methods for managing form groups, such as adding or removing form groups, retrieving the form group associated with a `NgModelGroup`, updating model values, and handling form events like submit and reset. The code is designed to work with the Angular framework, utilizing interfaces and classes to ensure proper validation and control management within form structures.
async validators registered with this group.

    */
  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._asyncValidators);
  }

  /** @internal */
  _checkParentType(): void {
    throw new Error("ngModel cannot be used to register form controls with a parent formGroup directive. Try using formGroup's partner directive \"formControlName\" instead.

Example:

    ${Examples.formControlName}

Or, if you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:

Example:

    ${Examples.ngModelWithFormGroup}

    static modelParentException(): void {
      throw new Error("ngModel cannot be used to register form controls with a parent formGroupName or formArrayName directive.

      Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

      ${Examples.formGroupName}

      Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

      ${Examples.ngModelGroup}

    static modelGroupParentException() {
      throw new Error("ngModelGroup cannot be used with a parent formGroup directive.

      Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

      ${Examples.formGroupName}

      Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

      ${Examples.ngModelGroup}
}

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. Try using formGroup's partner directive \"formControlName\" instead.

Example:

    ${Examples.formControlName}

Or, if you'd like to avoid registering this form control, indicate that it's standalone in ngModelOptions:

Example:

    ${Examples.ngModelWithFormGroup}

    static formGroupNameException(): void {
      throw new Error(`
        ngModel cannot be used to register form controls with a parent formGroupName or formArrayName directive.

        Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

        ${Examples.formGroupName}

        Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

        ${Examples.ngModelGroup}

    static missingNameException() {
      throw new Error(`
        If ngModel is used within a form tag, either the name attribute must be set or the form\n            control must be defined as \'standalone\' in ngModelOptions.

        Example 1: <input [(ngModel)]="person.firstName"

            name="first"/>

        Example 2: <input [(ngModel)]="person.firstName" ngModelOptions="{

            standalone: true\n        }">

        static modelGroupParentException() {
          throw new Error("ngModelGroup cannot be used with a parent formGroup directive.

          Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

          ${Examples.formGroupName}

          Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

          ${Examples.ngModelGroup}

    static modelGroupWithFormGroupException(): void {
      throw new Error("ngModelGroup cannot be used with a parent formGroup directive.

      Option 1: Use formGroupName instead of ngModelGroup (reactive strategy):

      ${Examples.formGroupName}

      Option 2: Use a regular form tag instead of the formGroup directive (template-driven strategy):

      ${Examples.ngModelGroup}
```
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 run when its inputs change.

* 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!

* resolvedPromise = (() => Promise.resolve(null))();
* @description
* Creates a `FormControl` instance from a domain model and binds it to a form control element.
* The `FormControl` instance tracks the value, user interaction, and validation status of the control and keeps the view synced with the model.
* If used within a parent form, the directive also registers itself with the form as a child
* control.
* This directive is used by itself or as part of an abstract FormControl
* instance to keep the values in the form in sync with the domain model. The
* directive status is used to control the value of a form control within a
* directive.
* If you have a one-way binding, the `control` property can be used as an
* alternative to use in the view.
* When using the `ngModel` within `form` tags, you'll also need to supply a `name` attribute to
* 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="ngModelValue"`).
* 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.

* Using ngModel on a standalone control:
* When using the `ngModel` within `form` tags, you'll also need to supply a `name` attribute
* so that the control can be registered with the parent form under that name.
* In the context of a parent form, it's often
* indispensable 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` such as (`#myVar="ngModelValue"`).
* Use the variable where `name` is needed on form submission.
* If you do need to populate initial values into your form,
* using a one-way binding for `ngModel` tends to be sufficient as long as you use the exported form's value
* rather than the domain model's value on submit.
* Using ngModel within a form:
* The following example shows controls using `ngModel` within a form:
* 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
* indispensable 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` such as (`#myVar="ngModelValue"`).
* Use the variable where `name` is needed on form submission.
* If you do need to populate initial values into your form,
* using a one-way binding for `ngModel` tends to be sufficient as long as you use the exported form's value
* rather than the domain model's value on submit.
* Using ngModel within a form:
* The following example shows controls using `ngModel` within a form:
* 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
* indispensable 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` such as (`#myVar="ngModelValue"`).
* Use the variable where `name` is needed on form submission.
* If you do need to populate initial values into your form,
name `@Input` property serves a different purpose.

```html
<form>
  <my-person-control name="Nancy" ngModel [ngModelOptions]="{name: 'user'}">
    </my-person-control>
  </form>
</html>
```

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The `ngModel` property is used to bind values to input elements and is commonly used in Angular forms. It provides a way to update the value of a control in response to changes in the model or control.

```typescript
@Input('ngModel') model: any;
```

This allows Angular to automatically update the control's value whenever the model changes. The `ngModel` property is often used in conjunction with `ngModelOptions` to specify how the control should be updated.

```typescript
@Input('ngModelOptions') options !: {name?: string, standalone?: boolean, updateOn?: FormHooks};
```

The `ngModelOptions` object includes options such as `name`, `standalone`, and `updateOn` to control the behavior of the `ngModel` directive.

```typescript
// TODO(issue/24571): remove '!'.
@Input() name !: string;
```

This ensures that the `name` attribute is set correctly on the input element.

```typescript
this.viewModel)) {
  this._updateValue(this.model);
  this.viewModel = this.model;
```

The `@ngModelChange` event is emitted after the view model updates, allowing for additional logic to be executed.

```typescript
@Output('ngModelChange') update = new
```
validators registered with this\n   * directive.\n   */
  get asyncValidator():
    AsyncValidatorFn|null {\n      return composeAsyncValidators(this._rawAsyncValidators);\n    }\n
  /**\n   * @description\n   * Sets the new value for the view model and emits an\n   * \ngModelChange\` event.\n   */\n  * @param newValue The new value emitted by\n   * \ngModelChange.\n   */
  viewToModelUpdate(newValue: any): void {\n    this.viewModel = newValue;\n    this.update.emit(newValue);\n  }\n
  private _setUpControl(): void {
    this._setUpdateStrategy();\n    this._isStandalone() ? this._setUpStandalone() : this.formDirective.addControl(this);\n    this._registered = true;\n  }\n
  private _setUpdateStrategy(): void {
    if (this.options && this.options.updateOn != null) {\n      this.control._updateOn = this.options.updateOn;\n    }\n  }\n
  private _isStandalone(): boolean {
    return !this._parent || !!(this.options && this.options.standalone);\n  }\n
  private _setUpStandalone(): void {
    setUpControl(this.control, this);\n    this.control.updateValueAndValidity({emitEvent: false});\n  }\n
  private _checkForErrors(): void {
    if (!this._isStandalone()) {
      this._checkParentType();\n    }\n    this._checkName();\n  }\n
  private _checkParentType(): void {
    if (!(this._parent instanceof NgModelGroup) &&
        this._parent instanceof AbstractFormGroupDirective) {
      TemplateDrivenErrors.formGroupNameException();\n    } else if (!!(this._parent instanceof NgModelGroup) &&
        !((this._parent instanceof NgForm)) {\n      TemplateDrivenErrors.modelParentException();\n    }\n  }\n
  private _checkName(): void {
    if (this.options && this.options.name) this.name = this.options.name;\n    if (!this._isStandalone() && !this.name) {
      TemplateDrivenErrors.missingNameException();\n    }\n  }\n
  private _updateValue(value: any): void {
    resolvedPromise.then(() => {\n      this.control.setValue(value, {emitViewToModelChange: false});\n    });\n  }\n
  private _updateDisabled(changes: SimpleChanges) {
    const disabledValue =
        changes['isDisabled'].currentValue;

    const isDisabled =
        disabledValue === '' ||
        (disabledValue && disabledValue !== 'false');\n
    resolvedPromise.then(() => {
      if (isDisabled && !this.control.disabled) {
        this.control.disable();\n      } else if (!isDisabled && this.control.disabled) {\n        this.control.enable();\n      }\n    });\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';

/**\n * @description
 *
 * Adds `novalidate` attribute to all forms by default.
 *
 * `novalidate` is used to disable browser's native form validation.
 *
 * If you want to use native validation with
 * Angular forms, just add `ngNativeValidate` attribute:
 *
 * ```
 * <form ngNativeValidate></form>
 * ```
 *
 * @publicApi
 * @ngModule ReactiveFormsModule
 * @ngModule FormsModule
 */
@Directive({
  selector: 'form:not([ngNoForm]):not([ngNativeValidate])',
  host: {'novalidate': ''},
})
export class ɵNgNoValidate {
}

export {ɵNgNoValidate as NgNoValidate};

/**\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, 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 show how to register a standalone control and set its value.

```ts
{@example forms/ts/simpleFormControl/simple_form_control_example.ts region='Component'}
```

* @usageNotes
* ### Registering a single form control
* 
* The following examples shows how to register a standalone control and set its value.

```ts
this.value = 'some value';
```

* By default, when you use this pattern, you will see a deprecation warning once in dev mode. You can choose to silence this warning by providing a config for `ReactiveFormsModule` at import time:

```ts
imports: [
  ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'});
];
```
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);
     }
   }
 } // end ngOnChanges()

this.form.updateValueAndValidity({emitEvent: false});
} // end ngForm

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 []; }

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

get asyncValidator(): AsyncValidatorFn|null {
  return composeAsyncValidators(this._rawAsyncValidators);
}

The `FormControl` bound to this directive.

get control(): FormControl { return this.form; }

Sets the new value for the view model and emits an

viewToModelUpdate(newValue: any): void {
  this.viewModel = newValue;
  this.update.emit(newValue);
}

private _isControlChanged(changes: {[key: string]: any}): boolean {
  return changes.hasOwnProperty('form');
}

The `FormControl` bound to this directive.

get control(): FormControl { return this.form; }

Sets the new value for the view model and emits an

viewToModelUpdate(newValue: any): void {
  this.viewModel = newValue;
  this.update.emit(newValue);
}

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'

* @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 region='Component'

* @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,
@Inject(NG_VALIDATORS) private _validators: any[];
  @Optional() @Self()
@Inject(NG_ASYNC_VALIDATORS) private _asyncValidators: any[];
  } /* # */

description
* A lifecycle method called when the directive's inputs change. For internal use only.
* @param changes A object of key/value pairs for the set of changed inputs.
  SimpleChanges; void { in this._checkFormPresent(); if (changes.hasOwnProperty('form')) { in this._updateValidators(); in this._updateDomValue(); in this._updateRegistrations(); } } /* # */
description
* Returns this directive's instance.
  * @param form Directive instance.
  * return this;
  } /* # */
description
* Returns the 'FormGroup' bound to this directive.
  * @An get control(): FormGroup { return this.form; }
  } /* # */
description
* @description
* Method that sets up the control directive in this group, re-calculates its value
* and validity, and adds the instance to the internal list of directives.
  * @param dir The 'FormControlName' directive instance.
  } /* # */
description
* @param dir The 'FormControlName' directive instance.
  * return ctrl;
  } /* # */
description
* Returns the `FormGroup` bound to this directive.
  * @param dir The 'FormGroupName' directive instance.
  } /* # */
description
* @param dir The 'FormArrayName' directive instance.
  * return ctrl;
  } /* # */
description
* @param dir The 'FormGroupName' directive instance.
  * return ctrl;
  } /* # */
description
* @param dir The 'FormArrayName' directive instance.
  * return ctrl;
  } /* # */
description
* Sets the new value for the provided 'FormControlName'
* @param dir The 'FormControlName' directive instance.
  * return ctrl;
  } /* # */
description
* @param dir The 'FormGroupName' directive instance.
  * return ctrl;
  } /* # */
description
* @param dir The 'FormArrayName' directive instance.
  * return ctrl;
  } /* # */
description
* Sets the new value for the 'FormGroupName'
* @param dir The 'FormGroupName' directive instance.
  * return ctrl;
  } /* # */
description
* Sets the new value for the 'FormArrayName'
* @param dir The 'FormArrayName' directive instance.
  * return ctrl;
  } /* # */
description
* Sets the new value for the 'FormGroupName'
* @param dir The 'FormGroupName' directive instance.
  * return ctrl;
  } /* # */
description
* Sets the new value for the 'FormArrayName'
* @param dir The 'FormArrayName' directive instance.
  * return ctrl;
  } /* # */

this.directives.push(dir);

addFormGroup(dir: FormGroupName): void { in this.form.get(dir.path);
  setUpFormGroup(dir, ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
  this.directives.push(dir);
}

addFormArray(dir: FormArrayName): void { in this.form.get(dir.path);
  setUpFormArray(dir, ctrl, dir);
  ctrl.updateValueAndValidity({emitEvent: false});
  this.directives.push(dir);
}

setFormValueAndValidity(): void { in this.form.get(dir.path);
  if (dir.control !== newCtrl) {
    cleanUpControl(dir.control, dir);
    if (newCtrl) setUpControl(newCtrl, dir);
    (dir as {control: FormControl}).control = newCtrl;
  } /* # */

resetFormCall(options: object; value: undefined): void { in this.form.reset(value);
  (this as {submitted: boolean}).submitted = false;
  this.directValues.forEach(dir => {
    resetForm(newCtrl: FormControl, dir, dir);
    if (dir.control !== newCtrl) {
      cleanUpControl(dir.control, dir);
      if (newCtrl) setUpControl(newCtrl, dir, dir);
    } /* # */
}
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```typescript
@Directive({selector: `[@formArrayName]`, providers: [FormArrayNameProvider]})
export class FormArrayName extends ControlContainer implements OnInit, OnDestroy {
  @Input('formArrayName') name: string | number | null;
  constructor(@Optional() @Host() @SkipSelf() parent: ControlContainer, @Optional() @Self() @Inject(NG_VALIDATORS) validators: any[], @Optional() @Self() @Inject(NG_ASYNC_VALIDATORS) asyncValidators: any[]) {
    this._parent = parent;
    this._validators = validators;
    this._asyncValidators = asyncValidators;
  }

  ngOnInit(): void {
    this._checkParentType();
    this.formDirective.insertBeforeFormArray(this);
  }

  ngOnDestroy(): void {
    if (this.formDirective) {
      this.formDirective.removeFormArray(this);
    }
  }

  get control(): FormArray { return this.formDirective.getFormArray(this); }

  get formDirective(): FormGroupDirective|null {
    return this._parent ? <FormGroupDirective>this._parent.formDirective : null;
  }

  get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent);
  }

  get validator(): ValidatorFn|null { return composeValidators(this._validators); }

  get asyncValidator(): AsyncValidatorFn|null {
    return composeAsyncValidators(this._asyncValidators);
  }

  private _checkParentType(): void {
    if (_hasInvalidParent(this._parent)) {
      ReactiveErrors.arrayParentException();
    }
  }
}
```

```typescript
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)
};
```

```typescript
/**
 * @description
 * Syncs a `FormControl` in an existing `FormGroup` to a form control
 * element by name.
 * 
 * @see `FormControl`
 * @see `AbstractControl`
 * 
 * @usageNotes
 * 
 * ### Register `FormControl` within a group
 *
 * The following example shows how to register multiple form
```
controls within a form group

and set their value.

@example

forms/ts/simpleFormGroup/simple_form_group_example.ts region="Component"

To see

`formControlName` examples with different form control types, see:

`*` Radio buttons:

`RadioControlValueAccessor`

`*` Selects: `SelectControlValueAccessor`

### 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:

\`
\`form[FormGroup]`\`

\`
\`input formControlName='\`first\`' (ngModel)=\`value\`

\`

\`

\`

`this.value = 'some value';

`\`

* This has been deprecated for a few reasons. First, developers have found this pattern

* confusing. It seems like the actual `ngModel` directive is being used, but in fact it's

* an input/output property named `ngModel` on the reactive form directive that simply

* approximates (some of) its behavior. Specifically, it allows getting/setting the value

* and intercepting value events. However, some of `ngModel`'s other features - like

* delaying updates with `ngModelOptions` or exporting the directive - simply don't work.

* which has understandably caused some confusion.

* In addition, this pattern mixes template-driven and reactive forms strategies, which

* we generally don't recommend because it doesn't take advantage of the full benefits of

* either strategy. Setting the value in the template violates the template-agnostic

* principles behind reactive forms, whereas adding a `FormControl`/`FormGroup` layer

* 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 forms (and get/set values using reactive forms patterns) or switch over to

* template-driven directives.

* After (choice 1 - use reactive forms):

\`
\`

\`

\`

```html
<form [formGroup]='form'>
  <input formControlName='first' [(ngModel)]=value>
</form>
```

```ts
this.value = 'some value';
```

* After (choice 2 - use template-driven forms):

\`
\`

\`

\`

```html
<input [(ngModel)]=value>
```

```ts
this.value = 'some value';
```

* By default, when you use this pattern, you will see a deprecation warning once in dev

* mode. You can choose to silence this warning by providing a config for

* `ReactiveFormsModule` at import time:

* ```ts
* imports:
*   [ReactiveFormsModule.withConfig({warnOnNgModelWithFormControl: 'never'})]
* ```

* Alternatively, you can choose to support a separate warning for each instance of this

* pattern with a config of `\`always\`'.

* This may help to track down where in the code the pattern is being used as the code is being

* updated.

* * @ngModule ReactiveFormsModule
* * @publicApi
* * @Directive({selector:

* [formControlName], providers: [controlNameBinding]})

* 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.

*    * @internal

*   */

*   // TODO(issues/24571): remove !!. readonly control !:

*   FormControl;

*   /**

*    * @description

*    * Tracks the name of the `FormControl` bound to the directive.

*    * @internal

*   */

*   name !: string | number | null;

*   /**

*    * @description

*    * Triggers a warning that this input should not be used with reactive forms.

*    * @Input

*   */

*   @Input('disabled')

*   set isDisabled(isDisabled: boolean) {

*     ReactiveErrors.disabledAttrWarning();

*   } // TODO(kara): remove next 4 properties once deprecation period is over

*   /**

*    * @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\`'.

*    * @internal

*   */

*   static ngModelWarningSentOnce = false;

*   /**

*    * @description

*    * Instance property

*    * used to track whether an ngModel warning has been sent out for this

*    * particular FormControlName instance.

*   */

*   _ngModelWarningSent = false;

*   /**

*    * @description

*    * Triggers a warning that this input should not be used with reactive forms.

*    * @Input

*   */

*   @Input('disabled')

*   set isDisabled(isDisabled: boolean) {

*     ReactiveErrors.disabledAttrWarning();

*   } // TODO(kara): remove next 4 properties once deprecation period is over

*   /**

*    * @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\`'.

*    * @internal

*   */

*   static ngModelWarningSentOnce = false;

*   /**

*    * @description

*    * Instance property

*    * used to track whether an ngModel warning has been sent out for this

*    * particular FormControlName instance.

*   */

*   constructor(\n
*     @Optional() @Host() @SkipSelf() parent: ControlContainer,\n
*     @Optional() @Self()\n
*   )

*   @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:
          FormControlWarningConfig;

  @ngOnChanges(changes: SimpleChanges) {
    if (!this._added) this._setUpControl();

    if (isPropertyUpdated(changes, this.viewModel)) {
      ReactiveErrors.ngModelGroupException();
      this.viewModel = this.model;
      this.formDirective.updateModel(this, this.model);
    }
  }

  ngOnDestroy(): void {
    this.formDirective.removeControl(this);
  }

  viewToModelUpdate(newValue: any): void {
    this.viewModel = newValue;
    this.update.emit(newValue);
  }

  get path(): string[] {
    return controlPath(this.name == null ? this.name : this.name.toString(), this._parent !);
  }

  get formDirective(): any { return this._parent ? this._parent.formDirective : null; }

  get validator(): ValidatorFn|null { return composeValidators(this._rawValidators); }

  get asyncValidator(): AsyncValidatorFn {
    return composeAsyncValidators(this._rawAsyncValidators) !;
  }

  private _checkParentType(): void {
    if (!(this._parent instanceof FormGroupName) &&
        this._parent instanceof AbstractFormGroupDirective) {
      ReactiveErrors.ngModelGroupException();
    } else if (
        !(this._parent instanceof 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!.setDisabledState) {
      this.valueAccessor!.setDisabledState !(true);
    }
    this._added = true;
  }
}

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

import {Directive, Input, OnChanges,
          SimpleChanges, StaticProvider, forwardRef} from '@angular/core';
import {Observable} from 'rxjs';

import {AbstractControl} from '../model';
import {NG_VALIDATORS, Validators} from '../validators';

/**
 * @description
 * Defines the map of errors returned from failed validation checks.
 *
 * @publicApi
 */
export type ValidationErrors = {
  [key: string]: any
};

/**
 * @description
 * An interface implemented by classes
 *
 * @usageNotes
 *
 * ### Provide a custom validator
 *
 * The
 * following example implements the `Validator` interface to create a
 * validator directive with a custom error key.
 *
 * @publicApi
 */
export interface Validator {
  /**
   *
   * @description
   * Method that performs synchronous validation against the provided control.
   *
   * @param
   * The control to validate against.
   *
   * @returns A map of validation errors if validation fails,
   * otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null;

  /**
   * @description
   * Registers a callback function to call when the validator inputs change.
   * @param
   */
  registerOnValidatorChange?(fn: () => void): void;
}

/**
 * @description
 * An interface implemented
by classes that perform asynchronous validation.

* @usageNotes

* @Directive({
  selector: '[customAsyncValidator]',
  providers: [{provide: NG_ASYNC_VALIDATORS, useExisting: CustomAsyncValidatorDirective, multi: true}])
})

  class CustomAsyncValidatorDirective implements AsyncValidator {
    validate(control: AbstractControl): Observable<ValidationErrors|null> {
      return observableOf({
        'custom': true
      });
    }
  }

  @publicApi

  * Provider which adds `RequiredValidator` to the `NG_VALIDATORS` multi-provider list.

  CHECKBOX_REQUIRED_VALIDATOR: StaticProvider = {
    provide: NG_VALIDATORS,
    useExisting: forwardRef(() => CheckboxRequiredValidator),
    multi: true
  },

  host: { '[attr.required]' : 'required ? "" : null' }
}

  export class CheckboxRequiredValidator extends RequiredValidator {
    validate(control: AbstractControl): ValidationErrors|null {
      return Validators.requiredTrue(control);
    }
  }

  EMAIL_VALIDATOR: any = {
    provide: NG_VALIDATORS,
    useExisting: forwardRef(() => EmailValidator),
    multi: true
  },

  name="\fullNm\" ngModel required>\n  * * @ngModule FormsModule\n  * * @ngModule ReactiveFormsModule

  /**
   * @description
   * Registers a callback function to call when
   * the validator input changes.common
   * @param fn The callback function
   */
  registerOnValidatorChange(fn: () => void): void {
    this._onChange = fn;
  }

  /**
   * @description
   * Adds a required checkbox validator using template-driven forms
   * * *
   * * @ngModule FormsModule\n   * * @ngModule ReactiveFormsModule

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directive that adds the `email` validator to controls marked with the `email` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.

```ts
@Directive(
  selector: '[email][formControlName], [email][formControl], [email][ngModel]',
  providers: [EMAIL_VALIDATOR]
)
export class EmailValidator implements Validator {
  // TODO(issue/24571): remove '!'.
  private _enabled !: boolean;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * @description
   * 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();
  }

  /**
   * @description
   * Method that validates whether an email address is valid.
   * Returns the validation result if enabled, otherwise null.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this._enabled ? Validators.email(control) : null;
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }
}

/**
 * A function that receives a control and synchronously returns a map of validation errors if present, otherwise null.
 */
export interface ValidatorFn { (control: AbstractControl): ValidationErrors|null; }

/**
 * A function that receives a control and returns a Promise or observable that emits validation errors if present, otherwise null.
 */
export interface AsyncValidatorFn { (control: AbstractControl): Promise<ValidationErrors|null>|Observable<ValidationErrors|null>;

/**
 * A directive that adds minimum length validation to controls marked with the `minlength` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
*/
@Directive({
  selector: '[minlength][formControlName], [minlength][formControl], [minlength][ngModel]',
  providers: [MIN_LENGTH_VALIDATOR],
  host: {'[attr.minlength]': 'minlength ? minlength : null'}
})
export class MinLengthValidator implements Validator, OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * A lifecycle method called when the directive's inputs change. For internal use only.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('minlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * Method that validates whether the value meets a minimum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.minlength == null ? null : this._validator(control);
  }

  /**
   * Registers a callback function to call when the validator inputs change.
   */
  registerOnValidatorChange(fn: () => void): void { this._onChange = fn; }

  private _createValidator(): void {
    this._validator = Validators.minLength(typeof this.minlength === 'number' ? this.minlength : parseInt(this.minlength, 10));
  }
}

/**
 * A directive that adds maximum length validation to controls marked with the `maxlength` attribute. The directive is provided with the `NG_VALIDATORS` multi-provider list.
 */
@Directive({
  selector: '[maxlength][formControlName], [maxlength][formControl], [maxlength][ngModel]',
  providers: [MAX_LENGTH_VALIDATOR],
  host: {'[attr.maxlength]': 'maxlength ? min_length : null'}
})
export class MaxLengthValidator implements Validator, OnChanges {
  // TODO(issue/24571): remove '!'.
  private _validator !: ValidatorFn;
  // TODO(issue/24571): remove '!'.
  private _onChange !: () => void;

  /**
   * A lifecycle method called when the directive's inputs change. For internal use only.
   */
  ngOnChanges(changes: SimpleChanges): void {
    if ('max_length' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  /**
   * Method that validates whether the value meets a maximum length requirement.
   */
  validate(control: AbstractControl): ValidationErrors|null {
    return this.max_length == null ? null : this._validator(control);
  }

  /**
   * 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.max_length === 'number' ? this.max_length : parseInt(this.max_length, 10));
  }
}
```
MAX_LENGTH_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => MaxLengthValidator),
  multi: true
};

@Directive({
  selector: '[maxlength][formControlName],[maxlength][formControl],[maxlength][ngModel]
})
export class MaxLengthValidator implements Validator, OnChanges {
  @ViewChild('control') control!: AbstractControl;

  @Input() maxlength!: number | string | null;

  ngOnChanges(changes: SimpleChanges) {
    if ('maxlength' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  validate(control: AbstractControl): ValidationErrors | null {
    return this.maxlength != null ? this._validator(control) : null;
  }

  registerOnValidatorChange(fn: () => void) {
    this._onChange = fn;
  }

  private _createValidator() {
    this._validator = Validators.maxLength(this.maxlength);
  }
}

PATTERN_VALIDATOR: any = {
  provide: NG_VALIDATORS,
  useExisting: forwardRef(() => PatternValidator),
  multi: true
};

@Directive({
  selector: '[pattern][formControlName],[pattern][formControl],[pattern][ngModel]
})
export class PatternValidator implements Validator, OnChanges {
  @ViewChild('control') control!: AbstractControl;

  @Input() pattern!: string | RegExp | null;

  ngOnChanges(changes: SimpleChanges) {
    if ('pattern' in changes) {
      this._createValidator();
      if (this._onChange) this._onChange();
    }
  }

  validate(control: AbstractControl): ValidationErrors | null {
    return this._validator(control); }

  registerOnValidatorChange(fn: () => void) {
    this._onChange = fn;
  }

  private _createValidator() {
    this._validator = Validators.pattern(this.pattern);
  }
}
from './directives/default_value_accessor';
import {NgControlStatus, NgControlStatusGroup} from
'./directives/ng_control_status';
import {NgModel} from './directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {-default-value-accessor:import} {NgForm} from
'./directives/ng_form';
import {NgModel} from './directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
import {default-value-accessor:import} {NgModel} from
'./directives/ng_model';
import {NgModelGroup} from './directives/ng_model_group';
import {NumberValueAccessor} from
'./directives/number_value_accessor';
import {RadioControlValueAccessor} from
'./directives/radio_control_value_accessor';
import {RangeValueAccessor} from
'./directives/range_value_accessor';
**@description** Creates an `AbstractControl` from a user-specified configuration.

* @param controlsConfig A collection of child controls. The key for each child is the name under which it is registered.

* @param options Configuration options object for the `FormGroup`. The object can have two shapes:

1) `AbstractControlOptions` object (preferred), which consists of:
- `validators`: A synchronous validator function, or an array of validator functions
- `asyncValidators`: A single async validator or array of async validator functions
- `updateOn`: The event upon which the control should be updated (options: `change` | `blur` | `submit`)

2) Legacy configuration object, which consists of:
- `validator`: A synchronous validator function, or an array of validator functions
- `asyncValidator`: A single async validator or array of async validator functions

* @usageNotes
### Initialize a control as disabled
The following example returns a control with an initial value in a disabled state.

```typescript
// Initialize a control as disabled.
const control = this._createControl({value: 'disabled', disabled: true});
```

* * *
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, 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 
 * @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 
 * @publicApi
 */
@NgModule({
  declarations: [REACTIVE_DRIVEN_DIRECTIVES],
  providers: [FormBuilder, RadioControlRegistry],
  exports: [InternalFormsSharedModule, REACTIVE_DRIVEN_DIRECTIVES]
})
export class ReactiveFormsModule {
  /**
   * 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
      }]
    };
  }
}

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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 {NumberValueAccessor} from './directives/number_value_accessor';
export {RadioControlValueAccessor} from './directives/radio_control_value_accessor';
export {RangeValueAccessor} from './directives/range_value_accessor';
export {FormControlDirective} from './directives/form_control_directive';
export {FormControlName} from './directives/reactive_directives/form_control_directive';
export {FormGroupDirective} from './directives/reactive_directives/form_group_directive';
export {FormArrayName} from './directives/reactive_directives/form_group_name';
export {FormGroupName} from './directives/reactive_directives/form_group_name';
export {NgSelectOption, SelectControlValueAccessor} from './directives/select_control_value_accessor';
export {SelectMultipleControlValueAccessor} from './directives/select_multiple_control_value_accessor';
export {ɵNgSelectMultipleOption} from './directives/select_multiple_control_value_accessor';
export {AsyncValidator, AsyncValidatorFn, CheckboxRequiredValidator, EmailValidator, MaxLengthValidator, MinLengthValidator, PatternValidator, RequiredValidator, ValidationErrors, Validator, ValidatorFn} from './directives/validators';
export {FormBuilder} from './form_builder';
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';

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 */

/**
 * @module
 * @description
 *
 * Entry point for all public APIs of this package.
 */
export * from './src/forms';

// This file only reexports

/**
 * 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_g,ngControlStatusHost as ɵangular_packages_forms_forms_h} from './src/directives/ng_control_status';
export {formDirectiveProvider as ɵangular_packages_forms_forms_i} from './src/directives/ng_form';
export {formControlBinding as ɵangular_packages_forms_forms_j} from './src/directives/ng_model';
export {modelGroupProvider as ɵangular_packages_forms_forms_k} from './src/directives/ng_model_group';
export {NgNoValidate as ɵangular_packages_forms_forms_y} from './src/directives/ng_no_validate_directive';
export {NUMBER_VALUE_ACCESSOR as ɵangular_packages_forms_forms_m,RadioValueAccessor as ɵangular_packages_forms_forms_n} from './src/directives/radio_control_value_accessor';
export {RADIO_VALUE_ACCESSOR as ɵangular_packages_forms_forms_o} from './src/directives/radio_control_value_accessor';
export {RANGE_VALUE_ACCESSOR as ɵangular_packages_forms_forms_p,formControlBinding as ɵangular_packages_forms_forms_q} from './src/directives/range_value_accessor';
export {NG_MODEL_WITH_FORM_CONTROL_WARNING as ɵangular_packages_forms_forms_r} from './src/directives/reactive_directives/form_control_directive';
export {controlNameBinding as ɵangular_packages_forms_forms_s} from './src/directives/reactive_directives/form_control_name';
export {formDirectiveProvider as ɵangular_packages_forms_forms_t} from './src/directives/reactive_directives/form_group_directive';
export {formArrayNameProvider as ɵangular_packages_forms_forms_u,formGroupNameProvider as ɵangular_packages_forms_forms_v} from './src/directives/reactive_directives/form_group_name';
export {SELECT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_w} from './src/directives/reactive_directives/form_group_value_accessor';
export {formControlBinding as ɵangular_packages_forms_forms_x} from './src/directives/reactive_directives/form_model';
export {modelGroupProvider as ɵangular_packages_forms_forms_z} from './src/directives/reactive_directives/model_group';
export {NgNoValidate as ɵangular_packages_forms_forms_c} from './src/directives/ng_no_validate_directive';
export {AbstractControlStatus as ɵangular_packages_forms_forms_d,REACTIVE_DRIVEN_DIRECTIVES as ɵangular_packages_forms_forms_e,SHARED_FORM_DIRECTIVES as ɵangular_packages_forms_forms_f,TEMPLATE_DRIVEN_DIRECTIVES as ɵangular_packages_forms_forms_g} from './src/directives';
export {CHECKBOX_VALUE_ACCESSOR as ɵangular_packages_forms_forms_h} from './src/directives/checkbox_value_accessor';
export {DEFAULT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_i} from './src/directives/default_value_accessor';
export {AbstractControlStatus as ɵangular_packages_forms_forms_j,ngControlStatusHost as ɵangular_packages_forms_forms_k} from './src/directives/ng_control_status';
export {formDirectiveProvider as ɵangular_packages_forms_forms_l} from './src/directives/ng_form';
export {formControlBinding as ɵangular_packages_forms_forms_m} from './src/directives/ng_model';
export {modelGroupProvider as ɵangular_packages_forms_forms_n} from './src/directives/ng_model_group';
export {NgNoValidate as ɵangular_packages_forms_forms_o} from './src/directives/ng_no_validate_directive';
export {NUMBER_VALUE_ACCESSOR as ɵangular_packages_forms_forms_p,RadioValueAccessor as ɵangular_packages_forms_forms_q} from './src/directives/radio_control_value_accessor';
export {RADIO_VALUE_ACCESSOR as ɵangular_packages_forms_forms_r} from './src/directives/radio_control_value_accessor';
export {RANGE_VALUE_ACCESSOR as ɵangular_packages_forms_forms_s,formControlBinding as ɵangular_packages_forms_forms_t} from './src/directives/range_value_accessor';
export {NG_MODEL_WITH_FORM_CONTROL_WARNING as ɵangular_packages_forms_forms_u} from './src/directives/reactive_directives/form_control_directive';
export {controlNameBinding as ɵangular_packages_forms_forms_v} from './src/directives/reactive_directives/form_control_name';
export {formDirectiveProvider as ɵangular_packages_forms_forms_w} from './src/directives/reactive_directives/form_group_directive';
export {formArrayNameProvider as ɵangular_packages_forms_forms_x,formGroupNameProvider as ɵangular_packages_forms_forms_y} from './src/directives/reactive_directives/form_group_name';
export {SELECT_VALUE_ACCESSOR as ɵangular_packages_forms_forms_z} from './src/directives/reactive_directives/form_group_value_accessor';
export
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Open Source Used In MSX SD-Access Service Pack 3.9.0
AAD,kBAAC;KADD,IAACC;IAED;;;;;;;;;AACAcA;QAAA;SAoBC;gCApBY,mBAAmB;;;;;;;;;QASvB,8BAAU,GAAjB,UAkB,IAEjB;YACC,OAAO,gBACL,QAQQ,EAEE,qBAAmB,gBAC7B,SAAS,EAEE,CAAC;wBACV,OAAO,EAAE,kCAAkC;wBAC3C,QAQQ,EAEE,IAAI,CAAC,4BAA4B;qBAC5C,CAAC; aACH,CAAC,SACH;QAnBU, mBAAmB,YAL/BF,aAAQ,CAAC;gBACR,YAAP,EAEE,CAAC,0BAA0B,CAAC;gBAC1C,SAAS,EAEE,CAAC, WAAS,EAEE,0BAAnB,CAAC;gBAC9C,OAAO,EAEE,CAAC;0BAAYB,EAEE,0BAA0B,CAAC;aACjE,CAAC; WACW,mBAAmB,CAoB/B;QAAD,0BAAC,KAPBD;IC5CA;.....;OAMG;;ICNH;......;AAQA,IAOA,0EAA0E;I C11E;......;OAMG;;ICNH;OAEG;*****************************************************************************************************/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1047774271_1590610393.22/0/forms-9-0-7-tgz/package/bundles/forms.umd.js.map
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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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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
org.ow2.asm:asm

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Mortbay

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

Assorted

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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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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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1.569 simpleclient-common 0.7.0

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1.571 commons-lang3 2.6

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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
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
and the initial implementation of incremental propagation, including
the following new or changed files:

.. parsed-literal::

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

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import os
import sys
import re

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

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

# 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):
            text_seen = True
            is_license = True
    return text_seen and is_license

# This program is intended to be used by "make check-copyright". It
# checks for violations of the coding standards related to copyright
# and license statements in source code comments.
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:
        if m.group(1) != fname:
            warn(fname, ln, 'Wrong filename in comment')
        ln += 1

    # Scan for license statements.
    in_comment = False
    code_seen = False
    nonlicense_seen = False
    for line in lines[ln:]:
        # Strip out whitespace and comments contained within a line.
        if not in_comment:
            line = re.sub(r'/\*.*?\*/', '', line)
            line = line.strip()
        if not in_comment and '/*' in line:
            (line, sep, comment_part) = line.partition('/*')
            comment = [comment_part.strip()]
            comment_starts_at = ln
            in_comment = True
        elif in_comment and '*/' not in line:
            comment.append(line.lstrip('*').lstrip())
        elif in_comment:
            (comment_part, sep, line) = line.partition('*/')
            comment.append(comment_part.strip())
        is_license = check_comment(comment, fname, comment_starts_at,
                                     code_seen, nonlicense_seen)
nonlicense_seen = nonlicense_seen or not is_license
in_comment = False
elif line.strip() != "":
    code_seen = True

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:

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

.. toctree::
   :hidden:

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.. include::  notice.rst

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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
lib/libgss/g_glue.c
lib/libgss/g_imp_name.c
lib/libgss/g_imp_sec_context.c
lib/libgss/g_init_sec_context.c
lib/libgss/g_initialize.c
lib/libgss/g_inquire_context.c
lib/libgss/g_inquire_cred.c
lib/libgss/g_inquire_names.c
lib/libgss/g_process_context.c
lib/libgss/g_rel_buffer.c
lib/libgss/g_rel_cred.c
lib/libgss/g_rel_name.c
lib/libgss/g_rel_oid_set.c
lib/libgss/g_seal.c
lib/libgss/g_sign.c
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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```
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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in

```
src/lib/gssapi
```

including the following files:

```
gssapi_err_generic.et
```

```
g_accept_sec_context.c
```

```
g_acquire_cred.c
```

```
g_canon_name.c
```

```
gssapi.c
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```
gssapi_err_generic.c
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class="o"/>

class="n">mechglue</class="o">

class="n">g_process_context</class="n">

class="o">c</class="n">

class="n">lib</class="n">

class="n">gssapi</class="n">

class="o">c</class="n">

class="n">lib</class="n">

class="n">gssapi</class="n">

class="o">c</class="n">

class="n">lib</class="n">

class="n">gssapi</class="n">

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class="n">lib</class="n">

class="n">gssapi</class="n">

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class="n">lib</class="n">

class="n">gssapi</class="n">

class="o">c"/>
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```
include/spnego_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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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

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File: src/main/java/org/apache/commons/ssl/ASN1Util.java
Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/KeyStoreBuilder.java

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

File: src/main/java/org/apache/commons/ssl/PKCS8Key.java

Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/*

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

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

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The PKCS12 key derivation function was also developed by Bouncy Castle
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3.0.0

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From strings/apr_fnmatch.c, include/apr_fnmatch.h, misc/unix/getopt.c,
file_io/unix/mktemp.c, strings/apr_strings.c:

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From network_io/unix/inet_ntop.c, network_io/unix/inet_pton.c:

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From dso/aix/dso.c:

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From strings/apr_strnatcmp.c, include/apr_strings.h:

strnatcmp.c -- Perform 'natural order' comparisons of strings in C.
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From strings/apr_snprintf.c:

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

An implicit aspect of the <code>Replaceable</code> API is that during a replace operation, new characters take on the metadata of the old characters. For example, if the string "the <b>bold</b> font" has range (4, 8) replaced with "strong", then it becomes "the <b>strong</b> font".
<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>

<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>.</p>

<p>For a subclass to support metadata, typical behavior of <code>replace()</code> is the following:</p>

<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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*/
package java.security;

import java.io.Serializable;

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

    public final String getName() { return null; }

    public void checkGuard(Object obj) throws SecurityException {
    }

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

    public abstract String getActions();

    public abstract boolean implies(Permission permission);
}

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* 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

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OW2

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

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Apache

The following artifacts are ASL2 licensed.

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

------

MortBay

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

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

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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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